

METAL GEAR SOLID: BEHIND THE SCENES
ALL THE LATEST TIPS AND CHEATS
computer and video games
FIRST UK REVIEW
RIDGE RACER 4
TOTALLED
ALL 321 CARS AND EVERY TRACK TESTED!
RANK
LAPS
REPLAY
PLUS
SEGA RALLY 2
WE ROADTEST THE DREAMCAST VERSION
SILENT HILL
SCARIER THAN RESIDENT EVIL – THE MOST SHOCKING HORROR ADVENTURE EVER!
APRIL '99
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9 770261 369086
№ 1 FOR GAMES
THE WORLD'S FIRST AND BEST GAMES MAGAZINE ISSUE 209



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WE ARE SLIZER. JOIN US.

EQUIPMENT

AMMO

LEGO Technic



FIRE

ICE

CITY

SUB

JUNGLE

ENERGY

JUDGE

ROCK

ANALYSIS: City Slizer live in a high-tech city of the future. But it is an urban environment filled with chaos and danger thanks to the intelligent vehicles that try to steal technology from City Slizer for their own use.

MISSION: Extract radioactive fuel. Defend city from Energy Slizer.

WWW.LEGO.COM/SLIZER

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COMPUTER AND VIDEO GAMES #209 APRIL 1999

COMING SOON



Classic *R-Type Delta* action!

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CRAZY CARS, MAD MUSIC, AND THE MOST AWESOME RACES YOU CAN IMAGINE!



SEGA RALLY 2

THE ARCADE GAME AND WHOLE LOT MORE IN YOUR HOUSE!





FINAL FANTASY VIII

ONE OF THE BEST-SELLING TITLES EVER AND PROBABLY THE MOST BEAUTIFUL GAME IN THE WORLD.





SMASH BROTHERS

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ALL YOUR FAVOURITE NINTENDO CHARACTERS – IN A FIGHT!



STREET FIGHTER ALPHA 3

p44

COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH.

PLUS

FREEPLAY

AWESOME 16-PAGE FREEBIE – EXCLUSIVE TO CVG.

PLUS: *Metal Gear Solid*, *Zelda*, Charts and Drawinz!



WELCOME TO YOUR WORST NIGHTMARE...

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CONCENTRATED CVG; JUST ADD WATER

SOMETHING INTERESTING TO SAY ABOUT SOMETHING COOL

IS THIS THE ARCADE VERSION WE'RE DRIVING OR WHAT?

I HAD FUN TRASHING YOU, WHATEVER!

Ever tried to explain how fantastic your favourite game is to a mate? You wind up sounding like a drunken moron – the words won't come. "Look! It's just awesome! Watch!" is about all you can manage. So you need help.

This is what we're about on CVG – conveying the thrills. All we want is to make the games we love look great, and for you to get right inside the excitement. Because when you're so hung up on games, that's how it goes.

There's a bonus too: by the time you're finished with each issue of CVG, you'll know more about the best games than anyone else. Bargain!

Knock yourself out.

PAUL

OUR GUARANTEE OF QUALITY

The reason this mag is so full of energy is because we give it all we've got. Further benefits include:

USEFUL INFORMATION

We play games harder, and longer, than anybody else we know (and we know loads of people). The upshot is that you're the best-informed readers on planet Earth.



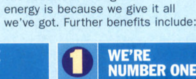
KNOCKOUT PICTURES

We won't let ourselves show you the boring bits. We want to show you how great games can be. That's how come our pictures are the best around, by miles.



WE LIKE A JOKE

We like games. But we're not going around treating this stuff like it's the Holy Grail. We're laughing at things that are stupid, or funny. Same as anyone would.



WE'RE NUMBER ONE

CVG was the first video games magazine ever in the world – we're 17 years old and counting. *CVG* is the biggest-selling magazine that talks about every type of game.

WE DO THIS MAGAZINE

SOME COOL PHOTOS OF US, THAT WE DIDN'T HAVE A BLIND CLUE WERE BEING TAKEN...



PAUL DAVIES – EDITOR

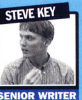
CURRENT FAVE GAMES:
- SEGA RALLY 2
- TUROK 2
- VIRTUA FIGHTER 3tb
- SONIC ADVENTURE

Staring at a TV all day is supposed to be bad for you. So why is Paul so happy? It's the games.

ED LOMAS – SENIOR WRITER

CURRENT FAVE GAMES:
- SONIC ADVENTURE
- SF ALPHA 3
- SEGA RALLY 2
- F-ZERO X

The moment we clapped eyes on Ed's gaming prowess we just had to have him. For the mag.



STEVE KEY – SENIOR WRITER

CURRENT FAVE GAMES:
- CHAMP MAN 3
- PREM MAN '99
- SILVER
- SF ALPHA 3

Out of sight gaming skills. Unshakeable nerve. Unmistakable humour. Really smelly feet.



ALEX HUHTALA – STAFF WRITER

CURRENT FAVE GAMES:
- SONIC ADVENTURE
- SEGA RALLY 2
- METAL GEAR SOLID
- CHAMP MAN 2

One of the reasons we hired Alex is 'cause he loves Sonic Team. That's all it takes. Serious.



ABDUL MONTAQIM – PROD EDITOR

CURRENT FAVE GAMES:
- ZELDA
- TETRIS
- GOLDENEYE
- ISS PRO '98

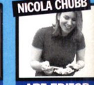
Perhaps games are ruining Abdul's health. He shows up for work looking shagged.



TONY CORMACK – DESIGNER

CURRENT FAVE GAMES:
- PARAPPA
- BUST-A-MOVE
- POINT BLANK
- ISS PRO '98

In a past life Tony was a road drill. When he dies of talking too much, he'll be back as hailstone



NICOLA CHUBB – ART EDITOR

CURRENT FAVE GAMES:
- TOCA 2
- TETRIS
- ISS PRO '98
- RIDGE RACER 4

Don't you think Nic looks like Sandra Bullock? And Abdul looks like George Clooney.

CVG RATING SYSTEM

5 ...EXCELLENT HIGH FIVE!

Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4 ...VERY GOOD

Ranks among the best in its field, or surprises us with elements of well-implemented originality. Usually the highest we feel confident awarding a game.

3 ...GOOD

Something you may want to own, as opposed to renting it out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

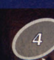
2 ...PRETTY BAD



Unlikely to be especially original or overflowing with exciting features – there are better examples available. Or a clumsy attempt at a new concept.

1 ...POOR

Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straight away. Save yourself the bother by avoiding it in the first place.




whenever, wherever,
reach for the sun.
VITAMINS
A-B1&6-C
Sunny Delight

NEWS





[PLAYSTATION 2: THE EMOTION ENGINE]

The terrifying new technology behind PlayStation 2 has been announced. It's called the Emotion Engine, and looks set to be many times more powerful than Dreamcast. The Emotion Engine has been co-developed by Sony Computer Entertainment Inc, and Toshiba Corporation. The two companies presented the new microprocessor at the 1999 International Solid-Sate Circuits Conference (ISSCC), held in San Francisco. Though Emotion Engine represents only a part of SCEI's extensive research into the future of computer entertainment applications, its capabilities has left the world in awe.

THE MISSION

Last year Ken Kutaragi, inventor of PlayStation and CEO of SCEA, said there would not be another PlayStation until it could deliver something different. This has never been a race for something that simply looks better, as far as Sony is concerned.

Sony's ultimate aim with the Emotion Engine is to gain a foot-hold in the future of entertainment. We've seen images, and heard sound synthesised accurately by computer. The next stage is behaviour synthesis!

Director of software recearch and development at Sony, Masakazu Suzuoki, is quoted as saying, "For example, in a fighting game if someone throws a punch and they are wearing loose clothes, those clothes move. In a racing game a speeding car might move up and down on its suspension. Plotting these motions requires solving unique kinds of differential equations."

THE MUSCLE

"It's a very, very cutting-edge chip," said Ken Kutaragi, inventor of PlayStation. Try 30 million polygons per second with every kind of special effect switched on. Dreamcast pushes around 1.5 million.

What will eventually become PlayStation 2 also uses a high-end rendering technique called Bezier Surfacing, which allows objects to be created with natural curved surfaces in real time.

This would have been where the NURBS rumour started, which CVG reported on in issue 204 (November). Bezier Surfacing, however, is easier for developers to use, allowing for more creativity. The icing on the cake is that the Emotion Engine has functions which make it tailor-made for Digital TV and DVD.

We will be attending a big Sony party in Tokyo this month, where further details of PlayStation 2 will be announced. Expect a full report in next month's issue.

SONY/TOSHIBA EMOTION ENGINE SPECIFICATIONS

55 million polygons per second (without lightning effects)

32 million polygons per second (with lightning effects)

30 million polygons per second (with lighting and fog effects)

13 million polygons per second (with Bezier Surfacing)

[SEGA 9999 EMERGENCY]



The swirl is blue for Europe, since UK publisher *Tivola* uses orange.

Dreamcast goes on sale in the UK on 9th September, this year. The price is more or less confirmed to be £199, and for this you get the DC plus modem. Yes, everyone who picks up *Sega Rally 2* will be able to play on line from the get go!

Online games will be crucial to the success of Dreamcast. Sega are already in discussions with several major communications networks, no doubt trying to arrange a discount service for DC users.

As soon as Sega hook up with someone, you can bet whoever it is will be interested in making Dreamcast a success too. So expect some kind of monster marketing campaign approaching September.

So far plans are said to include the sponsorship of a Premier League football team – current Premiership Champs Arsenal, last we heard. Also because of the connections with Microsoft, Sega are developing ideas for Microsoft Web TV.

When September comes around, loads more people are expected to be used to checking stuff out on the internet on a regular basis. Broadcasting news through WebTV would be a cool way for Sega to spread the word.

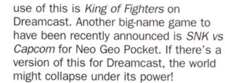


THE NEO GEO POCKET IS HERE

A new hand-held console is now available. The Neo Geo Pocket is from the same company that brought you the *King Of Fighters* games – easily the most popular 2D fighters in the arcade.

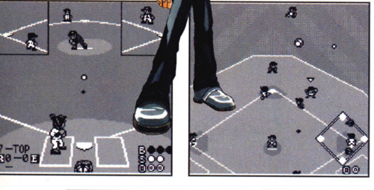
Though Neo Geo Pocket is a 16-bit system, just like the Mega Drive and Super NES, its display is monochrome. However, the graphics shown in the initial line-up of games prove to be quite detailed. Also the control feel of the "thumb-stick" – like a joystick crossed with a d-pad – is superb. It's pretty much the same as on the Neo Geo CD controllers.

Aside from the great mini versions of SNK's arcade games, the most exciting aspect of Neo Geo Pocket is its compatibility with Dreamcast. The first title we expect to make use of this is *King of Fighters* on Dreamcast. Another big-name game to have been recently announced is *SNK vs Capcom* for Neo Geo Pocket. If there's a version of this for Dreamcast, the world might collapse under its power!

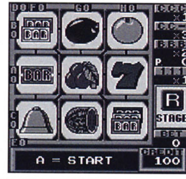


You can pick up a Neo Geo Pocket at one of the major high street retailers now, for £49.99 RRP. The five launch games, *King Of Fighters*, *Samurai Spirits*, *Neo Cherry Master*, *Baseball Stars*, and *Neo Geo Cup*, cost between £24.99 and £29.99.

The machine gets a big CVG thumbs-up. Our only reservation is that the colour version, on sale in Japan this month, could make its way to the UK sooner than later. Any questions, phone Fire International on 01302 321905.



A tricky game to make work on a tiny hand-held console. But the detail is still very impressive.





Games which just don't work on more powerful machines are ideal for a portable. *Cherry Master* is fun.



Neo Geo Pocket is a funky little system. The direction control is especially great.

The football game is hardly *ISS*. It isn't even *FIFA*, but it's a good enough effort.



SNK are known for their great fighting games. This stripped-down version of *KoF* is worth a try.





POWERFUL STREET FIGHTER ANIME

Now's your chance to get right inside the *Street Fighter* legend. On 29 March, AD Vision release volume one of the *Street Fighter II* animation series. It contains three episodes which follow Ken and Ryu as they set out to find the world's strongest fighters.

The first encounter is with Guile – in a barroom brawl! In the third instalment Ken and Ryu visit Hong Kong where they meet up with Chun Li.

The animation isn't quite up to the standard of the animated movie, but the action and dialogue are superb. *Street Fighter II* is one of the most entertaining anime tapes around – especially if you love *Street Fighter*. It costs £12.99 and can be obtained just about anywhere. So go find it!



Ryu listens to advice from his father. Just before jetting off to San Fran.

The battle against Colonel Guile is a real spectacle. Ryu gets kicked bad!



Guile's on top form here.

O GOLLY IT'S OTOGE

Next time you see a guy you think is crazy, think again. He might be on a mission to save the earth from space monsters, zombies, or both! The people who brought you Tamagotchi – the original virtual pet – recently unleashed Otoge on the world. Otoge is a virtual sound game, using a headset and pocket-size console.

After switching it on, and selecting one of three games, Otoge projects the sound of an enemy in 3D space around you. There's a zapper button on the console, which you press to shoot the enemy once you've hunted it down (just follow the noise). Of course you're gonna look like a real idiot doing this, but it's kind of fun.

Only available in Japan at the moment, but we expect the UK version of Otoge later this year. More news as and when we get it. If you want it!

NINTENDO BEAT SONY IN SOFTWARE BATTLE

Despite the N64 losing out to PlayStation, Nintendo remain the most profitable software manufacturer in Japan.

Legend of Zelda on N64, and the *Pocket Monster* series helped Nintendo out-perform Sony, whose games *Gran Turismo*, and *Crash Bandicoot* helped them achieve second place.

The usual suspects – Konami, Squaresoft, Capcom, and Namco – weren't far behind.



THE POKÉMON CONSPIRACY

His game isn't even available in the UK yet, but already Pikachu is famous. This is the *Pocket Monster* cartoon character whose antics caused some Japanese children to have seizures.

Now a US conspiracy website says Pikachu may be a deliberate master of mind control, an agent of some group intent on testing a new mind-control weapon using Japanese kids as guinea pigs. The site supports its paranoia with a recent US News and World Report on weapons that could be delivered through the TV, producing similar effects to ones caused by the *Pocket Monster* episode.

CRYSTAL A-MAZING!

A small but incredibly talented company has made a staggering discovery. It could raise the stakes in the next-generation console battle 500%! Cryst-X Techs™ of Nashville Tennessee has developed a crystal-based deck that computes using light refraction.

The technology that comprises the circuit board is minimal – translators for individual controller signals (optical), and output signal converter to High Definition, Digital TV (also optical). Everything else is done using light refraction, which means instant transfer of information making bus bandwidth a concern of the past.

Last count, the Cryst-X Mk.03 clocked in excess of 500GB per second (PlayStation 2 can only handle 2GB per second).

Incredibly, the cost of producing a console using this technology is minimal, due to the natural resources being used. Once the R&D development costs are taken care of, it's all profit for the games companies, and cheaper prices for you the consumer.

So far Cryst-X Techs™ are still trying to convince the world's major software developers to pay attention to their console, tentatively named AF-1. Currently they have a few titles being developed in house – *ApeMan*, *Rally Chase 3000*, *Blocky Puzzle*, and *Xthansor* – which we hear are amazing, simply because of the raw power of Cryst-X AF-1. Of course once the likes of Namco, Squaresoft, and DMA start making games, then we may see a revolution in the games scene.

More details are expected to emerge on April 1st. And you can guarantee that CVG will be first to report on anything that comes up.

TETRIS, LORD OF THE UNDERWORLD

UK dance act Underworld mention Tetris Keyrings in one of the songs on their new album, *Beaucoup Fish*. The track is *Jumbo*, and the words go like this: "Thumbs On The Tetris Keyring/Moving the Grey and Clanging".

Amazing, huh! And all because we gave away Tetris Keyrings to readers as subscription incentives almost two years ago.

WHAT IT LOOKS LIKE



Light refraction technology has been studied by the US military since the 1950s. Now it forms the basis of the planned AF-1 console by American firm Cryst-X Techs™.




BLACKMAILER,
EXTORTIONIST,
THUG.
(And you thought grasshoppers were cute!)
If you've seen the movie, Disney/Pixar's A Bug's Life, you'll know just how mean grasshoppers can get. Here's your chance to fight back through the eyes of Flik the ant as he battles against the evil grasshoppers. This new, non-stop 3D action game, set in a stunning natural environment, brings you 15 pulsating levels of pure bug busting fun.
Disney PIXAR
a bug's life
Action Game
SEE THE MOVIE - PLAY THE GAME!
AVAILABLE FOR
PC CD ROM
PlayStation
Disney INTERACTIVE

computer and video games

PLEASE SEND YOUR LETTERS TO:

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COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

Mailbag

STAR LETTER WINS LOTS OF EXCLUSIVE GAMES AND GOODIES EVERY MONTH!

STAR LETTER

CROFT ORIGINAL?

I found out where Lara Croft was copied from. I was watching the classy Japanese film *The Hidden Fortress* the other day and I noticed the heroine of the film (made quite a long time before *Tomb Raider*) was wearing clothes that I remember from somewhere. Then I saw a haircut that I remember, a face that I'd seen somewhere else. Then I saw... OK, you get the picture. Lara Croft is a complete copy of the heroine from *The Hidden Fortress*, only with breasts enlarged by about 200%.

I only hope that the makers of the film can sue Core Design and Eidos for all their ill-gotten gains!

Aaron Souppouris, via e-mail

CVG:* *You could be right, Aaron. The woman in question is Misa Uehara (above), who plays a Princess, and as* The Hidden Fortress *is acknowledged as a major influence on Star Wars. That would make Misa not only a Lara looky-likey, but also the inspiration for Princess Leia. As for the Lara connection – Core, have you got anything to say for yourselves?

NEW SLOGAN NEEDED

Dear CVG,

I have a question for Nintendo. What are they going to say when Dreamcast comes out? A new 128-bit console and Nintendo's machine being only 64-bit. They can't say "THE FASTEST MOST POWERFUL CONSOLE ON EARTH" because it won't be! I have a suggestion "THE 2ND FASTEST MOST POWERFUL CONSOLE ON EARTH".

Matthew Reid, Edgware

***CVG:* We think they'll go with an exclusive software angle. But has anyone else got a suggestions for a slogan? The best we can come up with is 'The only 64-bit console made by Nintendo'.**

THIS EMULATION, RUIN THE NATION

PC emulation of old machines is the only way for the general public to play many classic, and less than classic, games that appeared on systems that are no longer available. This is, in my opinion, a necessary evil. However, the recent news of Nintendo 64 and PlayStation emulators is worrying because these emulators, while being impressive programs, have only one real use: piracy. And piracy can only shorten the life-span of a machine.

Anyway, if you can afford £2,000 to buy a PC capable of emulating these systems, then surely you can afford £100 to buy the console itself. So please, PC owners, keep your emulation to those consoles that are already dead before there are no consoles left to emulate.

Iwan Lamble, via e-mail

HEAD! PANTS! NOW!

Dear CVG,

I am writing to complain about the number of "big head" modes or cheats there are on games at present. I own an N64, and seven out of the eight games I own include access to big head modes. Some of these games are *Goldeneye*, *Turok 2*, *NBA Hangtime*, *Mission Impossible* and *Wayne Gretzky*. I could go on forever about other games which include such features. Yes, there are a number of other cheats available on these games, but I think the games companies are wasting their time because I don't want to see a load of fat heads on my screen and I am sure most other people would agree.

Andrew Wingrave, via e-mail

BETTER LATE THAN NEVER

Dear CVG,

Is anyone else just a little bit p**ed off hearing about games which sound really good, then finding out they're in Japan and won't be out in jolly old Blighty for at least five months/years/centuries. When the set launch date comes round – shock horror! – it's been delayed for another five months/years/centuries, as per usual.

Take for instance *Final Fantasy VIII*. This game has been getting up my ass well since mid-last year. Any sign of it? No. Hmm. Perhaps if we had a decent gaming system company over here we could get some decent quality games out in my lifetime. I know some games take AGES to make, but at least can they stop spreading the word about it like about a year before it's actually gonna get MADE!

Ahh well, I've had my moan, and I shall go back to sipping my cocoa under my marquee on the croquet pitch with Allan. Teehee, I wish!

Lady Insanity, via e-mail

***CVG:* Who the hell is Allan?**

ALANIS MORISSETTE?

Dear CVG,

I am disappointed that with the great advances in the graphical capabilities of consoles gameplay has been forgotten. In the era of the SNES the graphics weren't up to much, so a game's success was based on gameplay and narrative. *Tomb Raider III* is a triumph of gameplay over graphics, and is getting the acclaim it deserves.

Games such as *Unreal* are visually blinding but the storyline and originality are non-existent. I am also disappointed at the number of sequels – companies seem to have become lazy. They have a sort of "if it works, let's improve the graphics and make people pay another £40 for it" attitude.

So come on, less sequels and more original gameplay please!

J. Brown, Leytonstone

TWEED WATCH

Dear CVG,

After reading the letter "A Closet Feminist" from issue 207, I would like to answer your question – "Anyone else hate *Tomb Raider* as much?"

The answer is obviously no, because a) everyone else has friends, b) everyone else had taste and c) everyone else has a decent name. Hector Tweed, your parents were gits.

Adam Neather, Milton Keynes

Dear CVG,

Hector Tweed does not have a clue as to what he's talking about. Anybody knows that *Tomb Raider* games are s**t-hot in every way – graphics, sound, gameplay etc. He obviously can't get off level one, or even the mansion training level. I bet Lara's butler can get around the assault course quicker than he can.

Simon Liptrot aka Lippy, Leyland

***CVG:* Believe it or not, we had a letter from someone who wanted to know how to get off the mansion level in the original Tomb Raider!**

DREAMCASTS INTO NIGHTMARES

Dear CVG,

I must say that your Dreamcast coverage has really whet my appetite. However, there did seem to be

WIN LIMITED EDITION GAMING GEAR!

SHORT STUFF

Dear CVG,
A lot of English football fans who buy the *FIFA* games are followers of Nationwide clubs. We do not want to play as Mbong of the Malaysian league, or Chicabeld of the Brazilian league. We prefer to be teams like Stoke, Man City and Sunderland! In *Fifa 2000* it would be worth buying if Nationwide clubs were in it.
Steve Coulthard, Newton
***CVG:* But what about supporters of Mbong who don't want to play as Stoke?**

Dear CVG,
I'd like to be the first to actually complain about PlayStation's Platinum games. People think that these games are good quality for a good price, but I preferred the days when you had to shop around for a bargain and was proud for discovering it.
Ben Krefta, Rochester

Dear CVG,
A company that tries to innovate – with such creations as the Mega CD or the Saturn's NetLink – and fails is better than a company who simply follows trends and succeeds.
William Turner, Skellingthorpe

Dear CVG,
I would like to say to the staff, how are you all doing?
Christopher Reilly, Doncaster
***CVG:* Pretty good, and our security guard is fine too.**

Dear CVG,
I am writing because I am sick of sexism towards girl gamers. The *Zelda* advert is s**t and a load of f***ing crap.
BM, Ireland

Dear CVG,
Is this the shortest letter you've ever received?
Adam Massey, Milton
***CVG:* No...**

Dear CVG,
Shortest letter ever?
Karl Nicholas, Woodbridge
***CVG:* Yes!**



quite a bit of ambiguity regarding the UK release of the console. Might be September '99, you say. This is as well as not knowing if it will come with the modem add-on or not – surely a huge incentive to buy the thing.

This is typical of the attitude towards the UK games-playing public. The UK always gets less, later than everyone else, and has to pay more for it. The length of time we have to wait to get hold of PAL versions of games is ridiculous. Games such as *Parasite Eve* and *Final Fantasy Tactics* are old hat before they are even released over here, if, in fact, they ever are.

I have had my PlayStation chipped so that I can keep up-to-date with the great games that are being made but are unlikely ever to reach these shores officially. Note to publishers – not everyone likes racing/platform/football games. Didn't you learn anything from the success of *Resident Evil* and *Final Fantasy VII*.

Another way the UK loses out is in the cost of buying games and consoles. You could go over to the States tomorrow and pick up a copy of *Metal Gear Solid* and pay less in dollars than you would in pounds for the PAL version.

I really hope that Sega don't treat the UK Dreamcast market with the same disregard as other companies, but, call me cynical, I have a horrible feeling in my stomach that we won't see the console until 2000, at probably over £300, and with a fraction of the games available, probably a racing game, a platform game and a football game. Please prove me wrong!
Nicholas Turner, Blackpool

MASTERPIECE THEATRE PRESENTS;

Dear CVG,
People often say, "Children say the funniest things", but how about "parents say the funniest things". When my Mum and Dad visited me recently I was my usual sociable self and continued to play *Tomb Raider III* as my Mum withered on about Aunty Ethel's latest bowel problems. My Father sat silently watching Lara Croft's every move. I know what he's looking at I thought to myself as I tried to fight off a velociraptor. Then it happened – one of those conversations that suddenly changes your perception of things.

Dad: "How much does a game like that cost?"
Me: "40 pounds."
Dad: "That's cheap."
Me: "You're joking aren't you?"
Dad: "No, remember that old Atari console we bought you about 20 years ago? Well the cartridges for that were 30 quid, and they were crap compared to this."

It was a point about which I was stuck for a reply, as I'd always considered today's software for the dedicated consoles to be grossly overpriced. Yet suddenly my father had come up with one sentence that made me think again.

So no longer will I complain about the price of games. As my Dad said, the price of games has hardly changed in 20 years, and that's for the best games that were available back then against the best that are available today. And judging by the glint my Dad had in his eyes, given the choice between Ms Pac Man or Lara Croft, I know which one he'd rather be playing with.
Brian Atherton, Workington

***CVG:* Or you could argue that games have ALWAYS been overpriced.**

MEMORY CARDS. ROUND THREE. FIGHT!

Dear CVG,
I would like to take this opportunity to respond to Mr Winter's letter printed in issue 207. We make sure all of our peripherals are of a reliable, high standard and we have often rejected products that do not come up to scratch. However, like all mass produced items, faults can occur, and in these circumstances we do offer help if needed or a replacement product where necessary. Which is the service Mr Winter received, and as he wrote in his letter I sent him a better memory card, but unfortunately he seems to have had some difficulty operating the card.

I personally tested his replacement card before sending it to him so that I could be sure he had a memory card that was working correctly. Rather than contacting me again to get help with the memory card, he has decided to publicly blame our product for his difficulties.

Provided the instructions are followed correctly and you make a note of which page you have saved your game on there is no reason for any Joytech memory card to lose data through normal use.
Chris Foulger, Customer Service Executive, Joytech Europe

Go ahead, touch them!

Dear CVG,
I am writing to you about the issue of third-party memory cards, which you printed a letter about in issue 207. I used to work for a large videogame chain store and I feel qualified to share my thoughts on the subject with you.

If someone buys an official Sony memory card and it fails to work, then I think as far as people are concerned, then it's just faulty. However, if they have a third-party memory card with a fault then it's because it's a third-party product. You get what you pay for and if you pay £3.99 for a memory card, or a free memory card with the latest new game, or even a joypad then it should be obvious what kind of quality you are going to get.

I think a lot of the problems people have with the third-party memory cards is to do with the larger 240/300 block ones, as they are hard to use. The set of red lights or numbers on the front indicate which page you are on, and as the memory card screen on a PlayStation can only display 15 blocks, the saves have to be divided into sets of 15 pages. To change pages you have to push the button the same amount of times as the page you want. This is okay if there is only 10 or so pages, but when there are 40 pages it becomes a bit too much. No wonder some people are having their saves lost – they are not lost from the card they're probably hidden on page 39 or whatever.

Another problem about the large cards is that they use software compression to shrink the saves into a smaller space. The saves were not designed to be compressed this way so it can't be good for them. No surprise then when you load up your game and find it's been corrupted.

The solution is to use a memory card that offers real memory. These cards have only just been invented and do not use any compression and so are a lot safer to use, although they still suffer from having lots of pages to hunt through to find a specific save file.

Take a chance with the third-party cards, but remember you get what you pay for. Alternatively, have a large stack of official memory cards – it's down to personal preference.
C. Wall, Milton Keynes

***CVG:* Two more sides of the story, and both with valid points. We'd like to add that it seems that certain games are more likely to cause save problems than others. We'll keep an eye on the culprits.**

And that's all until next month!

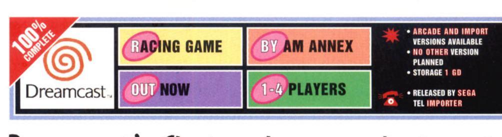
NEWSFLASH! by The Emperor.



WE NEED FUNNY PICTURES!

Send your drawings or comic strips to MAILBAG, CVG, 37-39 Millharbour, The Isle of Dogs, London E14 9TZ





Dreamcast's first racing game just went on sale in Japan, and it's shaped up to be far better than any of us expected!

SEGA RALLY 2

Originally intended to be a launch game for Dreamcast in Japan, *Sega Rally 2* had some serious development problems.

The game wasn't even playable at the Tokyo Game Show in October 1998, so Sega delayed it until the end of January and put a whole load of extra people to work on the project.

All kinds of rumours had been flying around, suggesting that the game had been scrapped and started again from scratch. Some reports suggested that it wouldn't be out until Summer 1999 – but it's made it.

And it's not the straight conversion of the arcade game we were all expecting – it's got a whole lot more to it than that!



The TV-style replays look excellent, as the cars slide around getting covered in mud.

RALLYING AROUND

The arcade version of *Sega Rally 2* has four excellent courses, but the Dreamcast version has at least 17! There are five main areas – Desert, Mountain, Muddy, Isle and Snowy – each of which opens up differently to make three courses each. Plus there's the Riviera stage and one hidden super rally stage that we know of so far. Each course has its own road surfaces, hazards and memorable sections to learn, though the time of day and weather can affect the way a course plays a lot, giving you plenty more techniques to master.



You get to race the arcade's Riviera course during daylight hours on Dreamcast.



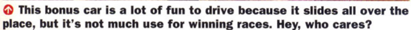
On the bonus SS course you race against a single rival on the other side of the barrier.



The fantastic Desert course from the original *Sega Rally* is here in 128-bit glory!







This bonus car is a lot of fun to drive because it slides all over the place, but it's not much use for winning races. Hey, who cares?



Spectators scramble off the course as you race towards them, while others take photographs from behind the safety barriers.

ALSO AVAILABLE IN WHITE

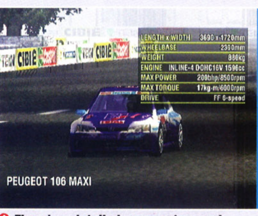
Sega Rally 2's car count has increased from the original's two – the Lancia Delta and Toyota Celica – to a much more healthy eight, while the Dreamcast version adds at least another 11 real cars which are collected by winning the various championships. The detail on these cars is quite remarkable, as they look practically as good as the rendered artwork you'd find in some games! Special effects such as realistic reflections – ones which move properly, unlike those in *Gran Turismo* – mud and snow sticking to the bodywork, and flashes of flame from the exhaust make the game look even cooler. Some cars even have a hidden alternate paint job – just hold L when you pick your car.



The car select menu gets bigger and bigger the more championships you win.



This is the fastest car of the lot, and it's nice and easy to drive too. Tons of fun!



There's a detailed commentary and driving demo for each car in the game.

TEN YEARS OF RACING FUN

In the arcade version of *Sega Rally 2*, players have to race through four courses within a tight time limit, passing through checkpoints along the way to earn time bonuses. The Dreamcast game has a straight conversion of this Arcade Mode, but also has a new 10-Year Championship – a collection of 10 whole arcade-style rallies to work your way through!

Before each race, players get information about the upcoming stage such as road surface, course layout, length, undulation, time of day and chance of rain. It's then possible to set the car up so it's just right to take on the next set of hazards, adjusting the suspension, brake balance, steering sensitivity, tyre type – even whether you have a male or female co-driver in the car with you! Some of the later championships can take a fair bit of practice to win, especially when you have to race on the trickier courses in terrible weather. An extra car is your reward for each first-place finish.



It's well worth adjusting your car settings for the snowy stages as it's easy to lose lots of time sliding all over the place.



If you finish a championship in first place your drivers celebrate in style. You'll also be given a brand new car to add to your collection.





SEGA RALLY 2-PLAYER

While *Sega Rally 2* is a great one-player game, there's also a lot of fun to be had playing against friends. The Dreamcast version has two ways of playing against other people – a two-player split-screen mode, or a four-player internet game using the console's built-in modem!

Split-screen mode is surprisingly good, as the speed of the game isn't affected much and the graphics keep almost all of their detail. Also, Dreamcast's high resolution means that it's easy to see what's going on all the time.

The four-player online mode is the most exciting though, as only a few simple menus have to be negotiated before you're playing against friends anywhere in the world! This is the first console game ever to support internet match-ups, and should be one of Sega's biggest games when it's released with the machine in the UK this Autumn.

You can watch cool full-screen replays of two-player races.



Two-player races aren't as aggressive as in some other games, but they're a good test of skill.



The spectators don't bother turning out for two-player races, but the essentials are still there.





Sega Rally 2 has the usual 'Slower Car Boost' option to keep the races as exciting as possible.

MIRROR, SIGNAL, POWERSLIDE

Sega Rally 2 can be played with either the digital pad or analogue stick on the Dreamcast controller, or with the new Dreamcast steering wheel. The regular controls work very well, as you not only have analogue steering, but also analogue acceleration and braking thanks to the L and R triggers underneath the pad. These give you excellent control over the car and mean you can play just as you would in the arcades or in real life – if you happen to be a rally driver.

PORTABLE HIGH SCORES

The Visual Memory (VM) system is used to good effect in *Sega Rally 2*. Not only can you save your championship details and complete rally replays, but you can also check out your best times in a special VM mini game! Top scores for each course in every mode are stored, along with player names and the car settings used.

You're also given a password which can be sent to Sega using a special internet site accessible from the Dreamcast, where your times will be entered into the online high score table! Sega can even e-mail out special rewards to top players.

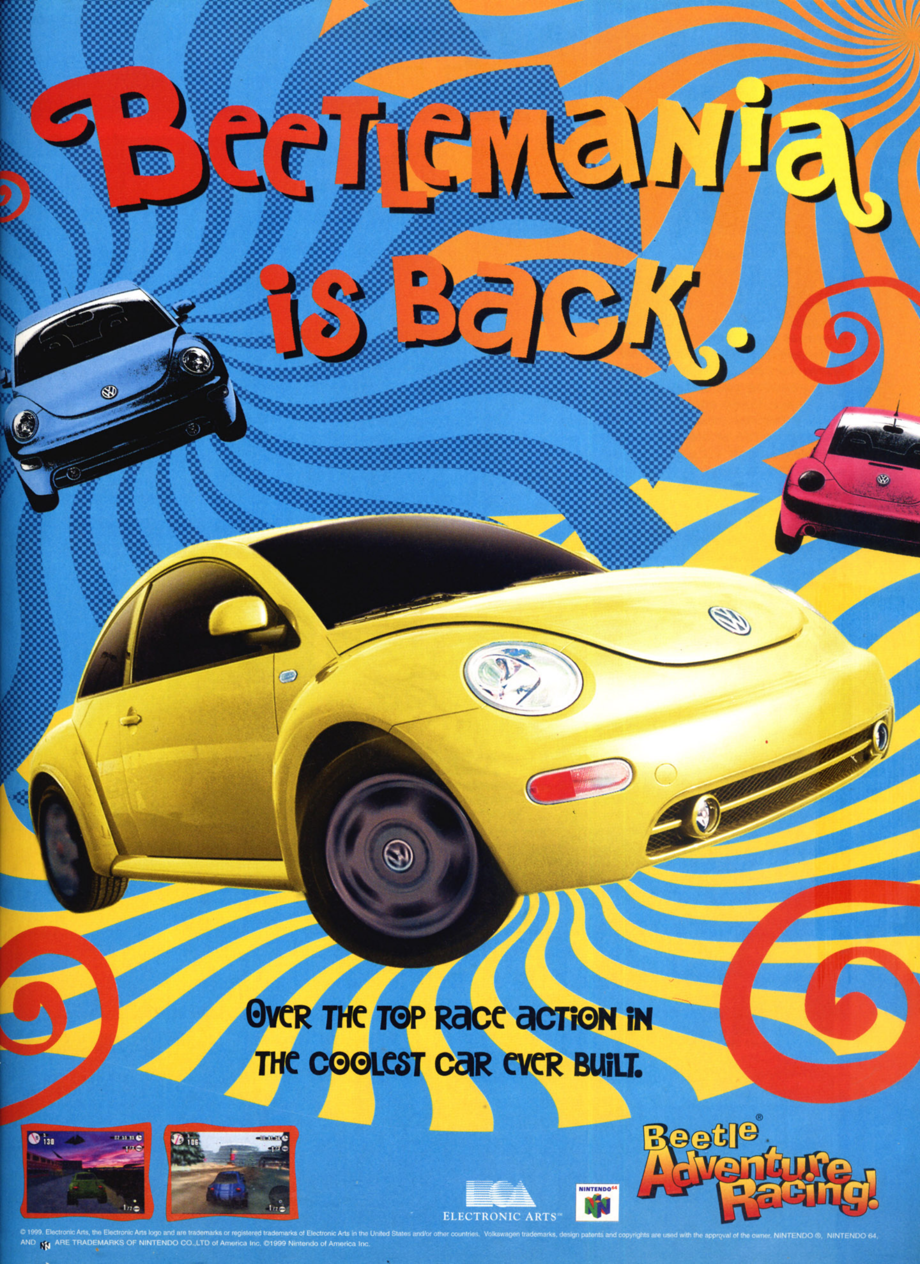




Mastering powerslides like this is the key to winning rallies.

GAME OVER, YEAH!

Dreamcast *Sega Rally 2* is one of the most impressive games we've played for a long time, though there are a few little problems. The super-smooth frame rate often drops a bit when going round corners, plus the collision detection on enemy cars can be used to your advantage – certain powerslides let you pass through the side of cars instead of crashing. We're expecting this to be one of the main Dreamcast games in the UK, so some extra work is likely. We'll have more info soon!



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Mario beats up Link as well as hordes of multicoloured Yoshis? Yes, that's exactly what happens in *Smash Brothers*!

SMASH BROTHERS

Perhaps peeved that the N64 still doesn't have a unique fighting game to rival *Tekken* and *Virtua Fighter*, Nintendo have taken the bull by the horns, and used the weight of their greatest asset – characters.

Smash Brothers **takes a leaf from the *Mario Kart* book of game style reinvention, allowing you to find out what sort of damage Mario could inflict on Yoshi if he ever felt the need. Not that *Smash Brothers* is full of blood and gross-out finishing moves – it's cute in looks and sound. Plus it has a few innovations up its sleeve to please loyal Nintendo fans.**





★ AND THE LINE-UP IS... ★

The starting line-up will be familiar to any dedicated Nintendo fan. With only Samus, Kirby and Pikachu being perhaps unfamiliar to newcomers. All the characters have moves you'll know if you've played their previous games, and most of them have some sort of weapon to throw at the opponent.

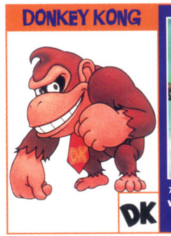
MARIO





★ Speciality: downwards twirling attack (jump, down + A), whirlwind attack (down + B)

DONKEY KONG





★ Speciality: ground pound (down + B), windup punch (B + A to release it)

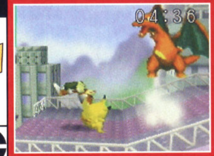
KIRBY



★ Speciality: triple-hit threat, Kirby hits opponent with the sword high up, then catches him again on landing (up + B) swallows opponents when in range (B) and can absorb opponents power; ning sword slash (jump, up + B)

PIKACHU





★ Lovable character from Pokémon. Speciality: upward charging attack (up + B), electric twirl attack (jump, forward + A)

FOX McCLOUD





★ Speciality: reflect shield sends all projectiles back at opponent (down + B), upward fire attack (up + B)

LINK





★ Speciality: straight up stab (jump, up + A), spinning sword slash (jump up + B)

★ SUPERSTAR BATTLEGROUNDS ★

You complete a stage when you knock your opponent off it. This sounds easier than it actually is – the stages are pretty small, but they all have more than one platform, so you'll be chasing opponents up and down.

All characters have a special stage as well as familiar music from their games, like Congo Jungle where you fight a giant Donkey Kong, the Castle of Hyrule with the familiar *Zelda* music where you fight Link, or Yoshi's Island where you fight not one, but a multitude of Yoshis – 18 of them!

Don't worry, they are easy to send flying off the platform. *Smash Brothers* doesn't restrict you to one-on-one fights either. For example, when you fight Mario Brothers, to balance the odds another character appears to help you.



Samus's stage looks just like *Metroid*. The higher platforms play an important part.



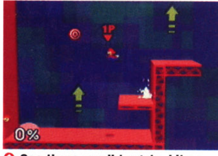
The Donkey Kong level contains a rather special guest – Giant Donkey Kong!



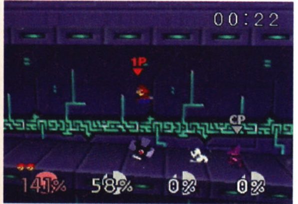
Battle against Fox McCloud on the back of the famous Starfox mothership.

★ GIMME, GIMME, GIMME ★

After every third stage you complete, you'll enter a bonus stage. There are three in total and the first two are designed with slight differences depending on which character you're playing. On the first bonus stage you have to shoot a number of targets, while on the second you have to jump onto specific platforms. These two you can practice in the training mode. On the third bonus stage, you have to get from one end to the other, avoiding obstacles and dummy characters which will try to slow you down.



See those small targets, hit as many as possible in the time limit.



This bonus game is like Mario's debut game against Donkey Kong. You have to jump futuristic barrels and avoid the pink polygon enemies.



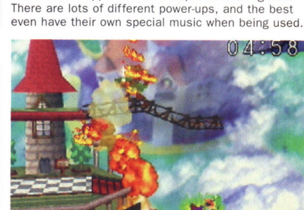
In the second bonus game you must activate as many switches as possible before the timer expires.

★ PICK-ME-UPS ★

You can pick up different items that become available during the fight by pressing the A button to help you beat the opponent on each stage.

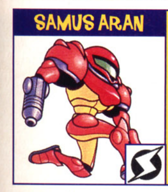
A star, from *Mario Brothers*, will make you temporarily invincible. Beam Sword, from *Zelda*, Star Rod, from Kirby games, and Hammer (from *Donkey Kong*) are particularly useful on stages with multiple opponents and will get rid of them quicker.

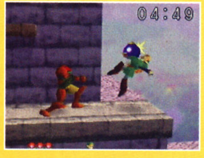
Red Shell, from *Mario Kart*, will home in when thrown at an opponent and keep on attacking him. There are lots of different power-ups, and the best even have their own special music when being used.



That crate is a weapon, by picking it up and throwing it you can squash and stun opponents.

SAMUS ARAN





★ Throws a fireball. Speciality: downwards twirling attack (jump, down + A), whirlwind attack (down + B)

YOSHI





★ Throws, well, eggs; Speciality: swallows the opponent and turns him into an egg (B), treadmill attack (jump, down + A)

LA LA LAND

Not only will *Smash Brothers* appeal to a younger audience and Nintendo fans, but we think there could be some of you who can't stand cutesy Nintendo characters – well now's your chance to get revenge and beat them up!





RPG | BY SQUARESOFT | SEPT RELEASE | 1 PLAYER

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- NO OTHER VERSION AVAILABLE
- FORMAT 4 CD

PUBLISHED BY SQUARESOFT
TEL N/A

It's all here: jaw-dropping movie sequences, thrilling battle scenes, and intense emotional trauma. Magnificent!

FINAL FANTASY VIII

When *Final Fantasy VII* came to PlayStation, it redefined an entire scene. Role playing games (RPGs) had a less than spectacular rep everywhere except Japan. Then Final Fantasy VII came and knocked us out.

With number eight the intrigue is stronger than ever as you have more interaction with the world. There's a much stronger sense of everything developing around you.

We've had a Japanese version of the game long enough to make sense of everything that's going on!





Shots taken from the classy intro movie. This is a tale of love and war. So life is going to be tough, no matter what the situation.

IT'S LIKE SAVED BY THE BELL

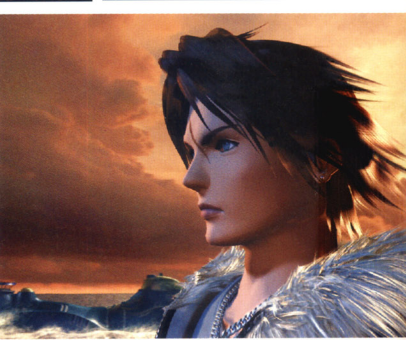
The new hero is Squall Leonhart. He's a student at Garden university, training to become a ranking officer in the world's armed forces known as SeeD.

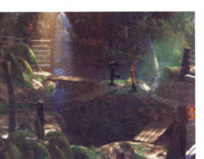
Compared to Zell Dincht, Squall is a model student. Zell is a total skater – he has the attitude, and the hover-board. It says a lot about Zell's character that he practices unarmed combat, preferring Chi Kung over the elaborate weapons used by his peers.

The guy Squall really needs to be on the look out for is Seifer Almasy – Squall's rival at Garden. Seifer is a natural leader – he's confident and skilled with it.

Everyone's tutor is Qistis Trepe, an extremely beautiful young woman. Qistis seems to take a personal interest in Squall's welfare. She accompanies Squall on his first missions, and advises him even when students have time out. Don't get confused though, Qistis is not the 'love interest' in *Final Fantasy VIII*. At least not Squall's.

Perhaps Squall could have something going for a cutie names Selphie Tilmitt. However Selphie seems to have stepped right into Yuffie's boots from *FFVII*. No, Squall has only got eyes for the enchanting Rinoa Heartily. Rinoa is the girl who features in the opening movie to the game, and is introduced gradually to the plot.







Detail in all the scenes is even more intense than *FFVII*. The garden area features animated water. Inside the school the decoration is amazingly fine.



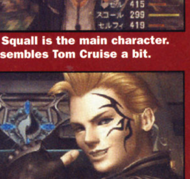
Squall is the main character. Resembles Tom Cruise a bit.



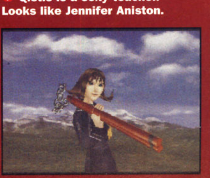
Qistis is a sexy teacher. Looks like Jennifer Aniston.



Seifer is Squall's rival. He's hot headed, but a strong fighter.



Zell, the skater dude. A real smart ass – he knows he's good!



Selphie is extremely cute. Deadly too with her nunchuka.



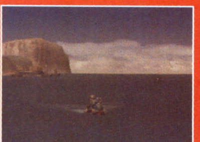
Rinoa! Phwoar! We're hoping that Squall gets this great girl!



Qistis gets behind the sights of machine gun to save her students from a giant robot! She has a sensitive side too though, like in the scene below.



JUNCTIONS: WAY TO GO TEAM!



Before heading out into the world, Squall is referred to his desk in the classroom to check out his personal console. From here Squall – and at the same time you – may learn all about the way things work in his world.

The Guardian Force known as Ifrit soars into the sky and smashes lava rocks onto the enemy!

PREPARING FOR BATTLE

A new, essential option for *Final Fantasy VIII* is the Junction select. This is where you choose abilities for each character when they're out in the field - exploring, or battling. Characters have the option of carrying a bag of items, being accompanied by Guardian Forces, use of magic, or an ability to 'Draw' magic from others.





Quetzocohuatl is an electric Force who cooks the bad guys with lightning!

GUARDIAN FORCE

The spectacular Elemental Forces that made *Final Fantasy VII* so amazing to watch are back. This time they are regarded as part of the team, and as such gain experience points to become more powerful as the adventure continues.



Shiva attacks with Diamond Dust – a real blast!

DRAW

Your character uses psychic energy to absorb a magic ability from another character - usually the enemy. There are also 'Draw Points' scattered about the world - fountains of energy that your character can draw upon for health or increased power.

THE LOOK AND FEEL OF FFVIII

It's tough to see on the page, but the appearance of *FFVIII* is so natural compared to the hard edged CG style of *FFVII*.

The overall effect Squaresoft wanted to achieve is a seamless transition from movies to game, so that characters not only look more realistic as stand-alone 'objects', they blend into the scene itself more convincingly. Works too.

It's the small details, and lots of them, which impress you the most. Even a dog that features in one of the early scenes looks and behaves extremely lifelike. Though it's also great to see that all the action is presented full-screen, including the battles. In *FFVII* the menu part of the screen took up half the image. Now all the menus are superimposed on the action, making for a more dramatic experience. You certainly feel more involved than before.



One of the most spectacular ways of destroying the enemy is to use a 'Limit Break'. This system has been modified for *FFVIII* to be more interactive. For Squall, you must hit the attack button in time with the energy bar. Other characters use different techniques

FINAL FANTASY VIII: THE CARD GAME

Seems like there's a real craze for trading cards in the world of *Final Fantasy VIII*. Practically every place you go there's some kid, or cool guy/gal wanting to challenge you at a game of Triple Triad.

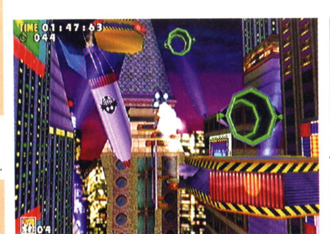
We're assuming the Triple Triad card game isn't just for a laugh - no doubt there are some prized items that can only be obtained by winning important matches. Also Triple Triad is sure to make great use of the new PocketStation, already available in Japan.

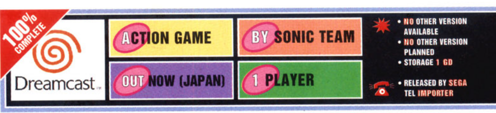
Cards are four sided, each has a number. You place your card somewhere on a nine-tile board, and hope the other player doesn't have a card whose number beats yours. If it does, your card changes to his colour and you stand a chance of losing it – unless your next card beats his.



ANOTHER BRILLIANT FINAL FANTASY

It wouldn't have been enough if all we had to say was *FFVIII* matches *FFVII* for quality. So it's great to tell you that this sequel is many times better than expected. Soon as we have the UK release date you'll get the best possible coverage of *FFVIII* we guarantee!





Sonic's adventure is only just beginning! Check out some more highlights before everything kicks off later on in the year.

SONIC ADVENTURE™

With Sega's Dreamcast getting closer by the hour, excitement surrounding what will almost certainly become the console's main title – *Sonic Adventure* – is reaching fever pitch! Last issue we told you what it was all about, and this month we want to show you a few more cool bits.

Don't worry – we're not going to ruin any of the big surprises for you, we just want to let you know what's coming your way this September. With CVG's help you can start saving your cash and tuning your eyes up, ready for the speed overload that is *Sonic Adventure*!

FINGERPRINTS OF THE GODS

The main reason we recommend waiting for an English-language version of *Sonic Adventure* is so that you'll be able to appreciate the story properly. Part of it involves characters having flashbacks to a mysterious time where the Floating Island temple containing the Master Emerald is in pristine condition and guarded by Knuckles's ancient relatives. A massive pyramid and various temples nearby are some of the best-looking bits in the game, though the full story behind it all is something you should discover for yourself.



This is how the Master Emerald's ruined stone temple looks in modern times.



But long ago it was part of an advanced civilisation's major city. What is its secret?

This is the view from the second floor of the Casinopolis. Is that incredible or what?



BY THE POWER OF DREAMCAST!

Most of the action stages have amazing setpieces that show off the power of Dreamcast and make the levels even more exciting. One of the best sections is the massive whirlwind, which sucks Sonic up and destroys a whole chunk of the Windy Valley stage, leaving you right in the eye of the storm!





To begin with the Windy Valley stage looks lovely, then a whirlwind starts up and sends bits of the level flying – Sonic, Tails and all!

MEANWHILE...

The six separate character stories in *Sonic Adventure* are made even cooler by the way they cross over with one another. It's most enjoyable to finish the game as Sonic first before going back and playing through again with the others so that the story makes more sense. For example, near the start of Sonic's adventure, he sees Tails crash his bi-plane behind the Station Square hotel, then runs along Emerald Coast to find his friend. Tails's own adventure starts with the bi-plane crash where he gets knocked out, only to be woken by Sonic at the end of his first action stage. Take a look:





Sonic watches as Tails's biplane spins out of control and crashes behind Station Square's hotel on the Emerald Coast...

In Tails's adventure, you see the crash from inside the biplane, then get woken up by Sonic before going to the first stage! Cool.

SONIC SPINBALL RETURNS?

In the Casinopolis stage, Sonic has to earn loads of rings on two pinball machines – one with a Sonic fruit machine built into it, and another based on Sonic Team's fantastic Saturn game, *NiGHTS*. As well as music from the game, it's also got lots of hidden bonuses to find, including an extra reverse table and a super-tough Ideya-collecting challenge inside a small section of the Spring Valley level from *NiGHTS*!



Figure out how to collect all five Ideya balls and place them in *NiGHTS*'s temple to earn hundreds of rings! The graphics are even made to look like they're running on Saturn!



Big the Cat does a celebratory dance when he catches his frog chum to finish a stage. Shake it!



THE ADVENTURE OF A LIFETIME

We've been playing *Sonic Adventure* for months now and have racked up many, many, many hours of play — and we're still going! Searching for all of the Emblems will take even *Sonic* experts a long time, yet there's still lots in the game for everyone to play. Expect more on *Sonic Adventure* when an English language version becomes available.



75% COMPLETE

PlayStation

SURVIVAL HORROR	BY KONAMI
JUNE RELEASE	1 PLAYER

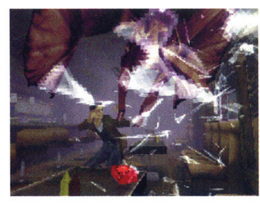
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY KONAMI TEL 01895 853 000

Set in a small US town shrouded in mystery, painted with blood and littered with corpses, could this game be scarier than *Resident Evil*?

SILENT HILL

Harry Mason and his seven-year-old daughter Cheryl are driving to the sleepy lakeside resort, Silent Hill. Suddenly, a young woman appears in front of their jeep, forcing Harry to sway off the road. The crash causes him to lose consciousness.

When he wakes up, Cheryl's gone, and a thick fog has covered everything. In the distance, Harry can just about see a little girl before she vanishes into the fog. He follows her into a dark alley when, suddenly, he is surrounded by demonic creatures which seem to enjoy the taste of his flesh.

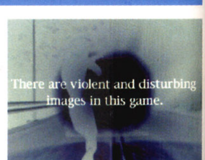




BETTER GO WITH THOMAS COOK!

This was the wrong place for a holiday, Harry's now thinking. Help comes in the shape of Cybil Bennet, a young policewoman form the neighbouring town who's come to Silent Hill to find out why all contact with the area has ceased. Something strange is going on here, but Harry has to find Cheryl. He gets a gun from Cybil, only the gun alone won't help him – the fog is just too thick to see anything. He comes across a portable radio, which emits strange creepy signals whenever there are creatures around. The signal gets louder when the creatures are near. This will be very handy in the adventure ahead.



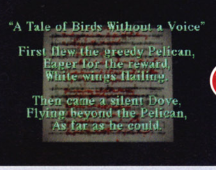


YES! A content warning, where have we seen that before?

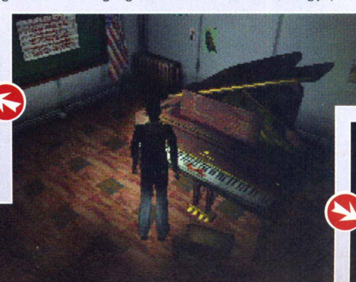
Some of the strange creatures you'll meet in *Silent Hill*, mutated cousins of Morph with knives!

EVIL THINGS AT WORK

Skinless dogs roam free on the streets ready to attack, flying demons follow you around – is there anything living in this place? And where is Cheryl? You'll soon find torn pages of her sketch book with the message "To School" written on it. Of course, getting to the school is going to be a little more difficult. Harry is equipped with a map, but the routes to the school are all cut off. This is the first of many clever puzzles in *Silent Hill*. As Harry solves the puzzles, you will slowly unravel the secrets of this seemingly quiet little town.



The clues are easy to find, like this musical clue pinned to the wall. But, as you can see, it's quite cryptic, so you'll need to think hard if you want to work it out.



Look at the piano on the left and you'll see blood-stained piano keys, and here they are close up. Add the strange clue on the left, and figure out the correct tune.



TWO SIDES TO EVERY COIN

Silent Hill is a mysterious game. As you progress, you'll unravel more of the story and the reasons for these strange occurrences. You learn that somehow there are two towns: first, the real Silent Hill, where Harry wants to spend his holiday; and second, the dark, surreal Silent Hill, where the creatures run free. The disturbing thing is, the two keep changing over! The fact that Harry doesn't know what's going on around him – apart from knowing that his daughter is missing and a bunch of evil cannibals are running loose – creates a great premise for the game. Atmospheric sounds and eerie music can at times make you feel a bit uneasy and that's exactly how Konami, the game's makers want you to feel.



Buying a Coke in the good Silent Hill.



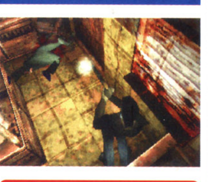
The evil version looks very different.



PARALLEL UNIVERSE

In order to save your progress, you'll have to log on to registers. These are found in larger buildings.

This will probably remind you of typewriter saves in *Resident Evil* games. There are other similarities too: for example, when you shoot a creature, you can step on it and kick it to finish it off. The game also has similar controls and the inventory screen. The first two weapons Harry finds are a gun and a knife, familiar?



While *Resident Evil* is full of jump-out-of-your-chair type shocks, *Silent Hill* is an altogether more psychologically disturbing game – you hear the enemies for a few seconds before you actually see them, which creates an eerie anticipation.

Plus, the puzzles in *Silent Hill* are also very cryptic and tough too.

DARK AND TWISTED

Resident Evil, look out! *Silent Hill* is sure to appeal to horror fans, give younger players nightmares and looks likely to earn an 18 certificate. We can't wait.





60% COMPLETE

PlayStation | PC CD ROM

RACING SIM | BY EUTECHNYX

APRIL RELEASE | 1-2+ PLAYERS

- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE 1 CD
- RELEASED BY INFOGRAMES TEL 0161 827 8000

It's one of the most gruelling races in the world, and it attracts millions of spectators. Now Le Mans is coming to PC and PlayStation.

LE MANS 24 HOURS

No sooner had the guys and gals at Eutechnyx finished working on *Max Power Racing* than they turned their attention to *Le Mans 24 Hours*, their newest racing game. It features an enhanced version of the *Max* engine with smoother frame rates and higher resolution as well as the official Le Mans licence. This gives them access to the tracks, cars and everything else that goes with the 24-hour race. If the team carry out all the proposed tweaks and features to the game, then there's every possibility it could be a hit this summer.





You can flick between the normal and rear view at any time in the game, just to see what's coming.



As you can see, the Newcastle United sponsored car is in here, as well as all the other official vehicles and endorsements.

Car damage can be turned on but it's tougher.



Use the slipstream to overtake.



Trackside detail is also high.

WIPERS? CHECK.

The whole point of the Le Mans race is that anything can happen over the night and day you compete in. Weather is one of the key elements which can affect your performance. It's vital that you check the conditions before you start a race so that you can choose the most suitable tyres for maximum grip. But you still need to keep an eye on the weather as you're racing, as within a couple minutes the skies can change from bright sunshine to grey clouds and a downpour in a matter of minutes.



SMASH AND BURN

As well as the weather, you also need to take into account the damage the other drivers can cause – and your own incompetence behind the wheel! The programmers have gone to great lengths to make sure that any crash will be replicated as accurately as possible. The angle, speed and location of the impact will all be considered when damage is tallied onto your car. The vehicles will also flip, roll or spin depending on the force of the smash. The wear and tear of the tyres is another thing that could determine whether you finish first or fifth.

BRING THE PRO PLUS

Twenty-four hours at the wheel of a car is not easy, and thankfully you don't have to do that in the game. And in any case, will you even want to stay up until the early hours to play *Le Mans*? Find out in next month's review.





Tank Racer

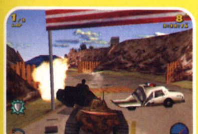
LOOKS ARE DECEIVING!!!

- SINGLE AND MULTI-PLAYER FRENZY!
- RACE YOUR OPPONENTS AND BLOW THEM TO BITS!
- TRASH THROUGH 22 TRACKS IN ONE OF 15 TURBO CHARGED TANKS!



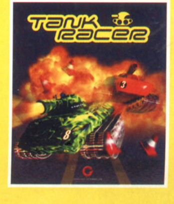
GLASS GHOST

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It's one of the most successful games Infogrames have ever released, and it's been in the top 10 right from the start. Get ready for the sequel...



You can usually tell when you first see a game whether or not it's going to be much cop. We didn't even have to unwrap *Iznogoud* to tell it was going to be a steaming turd of a game. But *V-Rally* always looked like it would be a big title, and it was. With the success of the original, however, Infogrames have a lot to live up to with the sequel. This is the first batch of shots we've received, and early reports – suggesting over 90 tracks and 20 official cars – are not to be sniffed at. Be prepared for the *V-Rally* onslaught again this summer.

DOUBLE YOUR MONEY

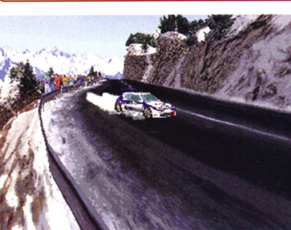
Up until more or less the last minute before the release of *V-Rally*, there was a four-player via link-up mode included. At the time we thought it could be yet another final breath for the doomed link cable. It was even in the version we reviewed. Then, for whatever reason, Infogrames took it out of the finished game. There is DEFINITELY a two-player mode in *V-Rally 2*, either horizontal or vertical split-screen, but as yet we're unsure as to the full quota of players this game will let you have. Our guess is that it'll stick to two, considering the trouble they had before.



The two split-screen modes in action. Vertical looks better no?

More cars will be selectable.



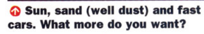


The game is still at the very early stages of development, and only a few tracks are playable.



As well as the increase in the number of tracks and cars, the scenery will look far more realistic.





Sun, sand (well dust) and fast cars. What more do you want?

The dust churning up should obscure the view of other drivers.

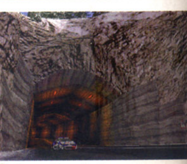


NOTHING FOR A PAIR

It's all very well saying that this is *V-Rally 2*, but you need something to assure you that this is worth buying, especially if you already have the original.

The new engine provides more detail on scenery and cars, so mud and dust will stick to the wheels and side arches. The in-car view now has driver and co-pilot animations, and you get exhaust flames and overheating brake discs for thrashing it too much.

It's Dual Shock compatible too, and when it's coupled with the different track terrains it should make some courses rumble all over the shop.



Since *Gran Turismo*, games makers have really gone to town with the replay camera angles.

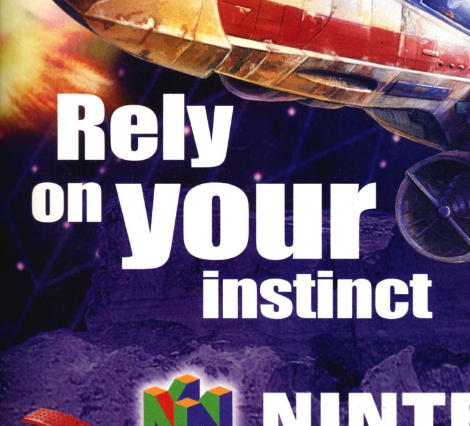


As you can see, the trackside detail is immense. Whether there will be any pop-up though has yet to be seen.

V-REALLY GREAT!

We're hoping to have a playable version in next month so with any luck we'll be able to bring you our first reactions and impressions. Hopefully...


STAR WARS
ROGUE SQUADRON


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on your
instinct


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RHYTHM ACTION | BY SONY

SUMMER RELEASE | 1-2 PLAYERS

- THE INSPIRATIONAL PARAPPA STILL AVAILABLE
- NO OTHER VERSION PLANNED

- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

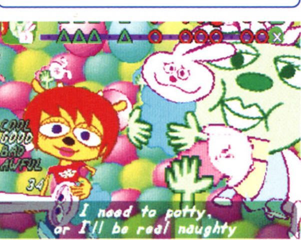
The sequel to *PaRappa The Rapper* is finally unveiled, but the little hound dog is nowhere in sight!

Say what you want about *PaRappa the Rapper* – the game may be too simple, too cute, or that it's for kids. But there's no denying the game's had a big impact. Just look at the other rhythm action games that are popping up, like *Bust-A-Groove* and *Beatmania*, evidence that the doggy style did indeed turn heads, if not exactly setting the charts alight. He's still a big favourite of ours, but the sequel has a difference, gone is the rap music, and in comes a guitar based adventure, starring a female axe-grinding lamb that goes by the name of Lammy!



DOGGY DOG WORLD

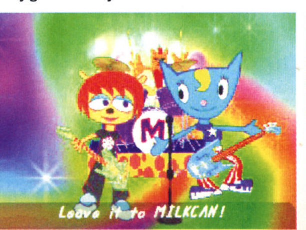
PaRappa The Rapper was a game that starred a young pup out to prove his rapping skills. Six different levels offered you the chance to improve your skills, in a simple call and response game. The first four levels have a teacher, who says a rhyme and you have to repeat it with combinations of button-pressing, the real challenge was to match the timing of the rhythm, if you miss beats an important rating bar in the corner of the screen could drop to poor, and that's just not good enough, you need to get good or higher to progress.



No more 'I gotta believe'. Lammy's catchphrase is 'My guitar is in my mind'. Hence the rabbit!

LAZER SHEEP DIP FUNK

Um Jammer Lammy is basically more of the same in principle, except the major difference is that rather than offering a sing-a-long style. Here as Lammy you must repeat the lyrics of the song on your guitar. This is not just a question of getting the timing and correct notes, but if the singer puts emphasis or delay on a certain word or note, you've got to try and match it with your guitar skills. Like the ocarina in *Zelda*, the basic buttons allow you to produce a wide variety of notes. Basically this creates a higher level of difficulty than *PaRappa*, and also allows you to be more creative in your playing.



Lammy's band MILKCAN, featuring Katy Kat on bass. The game is set around getting to the gig.



Like Scream 2, *Um Jammer Lammy* likes to make fun of sequels as our heroes dissect *Jet Baby 2*.



Help this dog put out a fire.



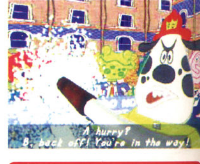
Thrash action with a mad pilot.

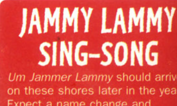


Story sections are too bizarre.



Now with a two-player mode!





JAMMY LAMMY SING-SONG

Um Jammer Lammy should arrive on these shores later in the year. Expect a name change and possibly some new tracks.


THE LEGEND OF
ZELDA
LINK'S AWAKENING
DX
GAME BOY COLOR
Nintendo
Link's fate lies in your hands
A new dungeon awaiteth you - ZELDA DX now hast added colour
GAME BOY COLOR
FEEL EVERYTHING EVERYWHERE





3D SHOOTING | BY DMA | APRIL RELEASE | 1-16 PLAYERS

- NO OTHER VERSION AVAILABLE
- DREAMCAST VERSION PLANNED
- FORMAT 1 CD
- PUBLISHED BY GREMLIN TEL 01142 639 900

Churn up rugged terrain in a 'maxed-up' tank. Hunt down your mates with the ultimate in weapons technology!



This is one of the tightest, most playable, and impressive games we've seen in a while. But that's the least you'd expect from the producers of *Grand Theft Auto*.

Everything in *Wild Metal Country* is class. Nothing is in here just for effect. Just like all the best games, every detail contributes to the game.

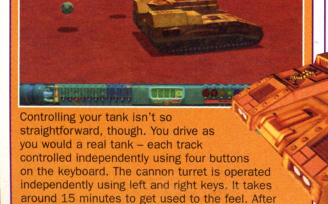
This is a lesson in design, which we recommend you get right into. It's also coming to Dreamcast, so there should be no-one out there turning the page!

WAR MACHINE

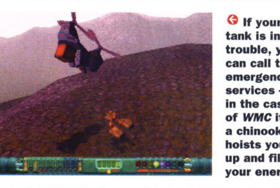
It's so simple. Just select a tank, from five different types, and head off into the fray. The style of game you play depends on which tank you choose. There are five varieties of tank, and they're based on animal traits. These range from Rhinos to Roadrunners, adjusting speed and power capabilities to suit the character, as well as the build.



Hyenas are fast, and agile. A good choice.
If you like intimidating people, go for the Bull.



Controlling your tank isn't so straightforward, though. You drive as you would a real tank – each track controlled independently using four buttons on the keyboard. The cannon turret is operated independently using left and right keys. It takes around 15 minutes to get used to the feel. After that, you're totally locked into the idea.



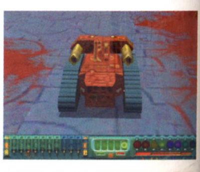
If your tank is in trouble, you can call the emergency services – in the case of *WMC* it's a chinook. It hoists you up and fills your energy.

OH BOY! CHECK THESE!

You'll be impressed with the range and style of weapons in *WMC*. After the standard shell, 11 upgrades have big tactical possibilities. The Teleport missile, for example, allows you to switch places with the enemy – forcing people to think twice before unleashing major artillery unless prepared to be on the receiving end! The most fun to be had, from what we've seen so far, is with the Magnetic Mines. These drag tanks toward them, before exploding. However, they can also be used to lure the enemy over a cliff edge. You get the gist.

WHAM BAMA-LAMA BLAMO

You get totally drawn into the crazy *WMC* world because everything has realistic values. Like, if your tank is operating on snowy terrain, it slips and slides to get a grip. If an enemy tank broadsides yours, the blast sends you skidding out of control. This use of physics can be played to your advantage – like deliberately heading up a steep climb only to tumble back down over the head of an opponent. Then you can blast them!



WILDER BY THE MONTH

That's the essence of the *Wild Metal Country*. Next issue we'll look at the different player modes, detailing multi-player and single-player missions. Don't miss it.







featuring

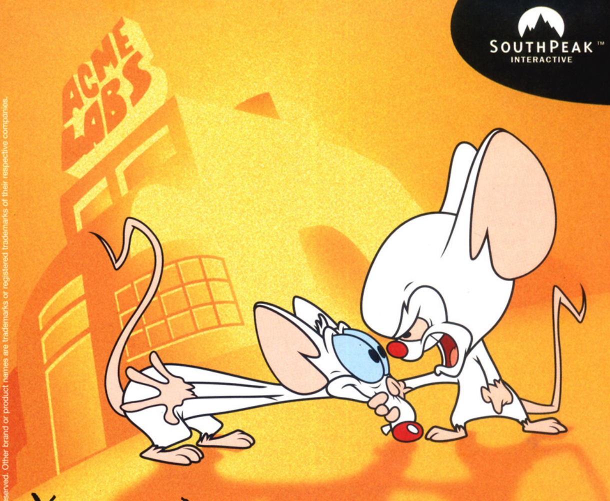
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You see Pinky, the plan is to develop a secret hypnotic message that will make humans think I am their almighty ruler, and embed it in an action-packed video game. Naturally we will be the stars. People will play the game by themselves and become horribly addicted. Then they will want to play the game with their friends, and their friends will become addicted. Soon, they will play the game over the Internet, a silly little information infrastructure that humans use to "chat" with each other. Anyway, once we control the Internet, every human being will bow down before me, their rightful master. And by the turn of the new millennium, the world will be ours!



ACTIVISION.

World Conquest™

multi-player maze game

Release Date: 26th March
Price: £29.99



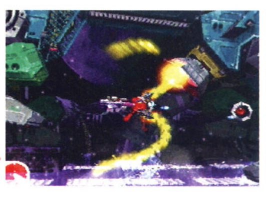
100% COMPLETE
PlayStation
SHOOTING GAME
BY IREM
MAY RELEASE
1 PLAYER

- PLAYSTATION RETRO COLLECTION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY
- TEL 0171 447 1600

Another classic game is given a fresh lick of paint. This time it's the best shoot-'em-up ever that gets the remake treatment.

R-TYPE DELTA

Shoot-'em-ups are a genre that have been greatly missed since games went 3D. Side-scrolling 2D used to be all the rage not many years ago, but these days it's like they never even existed. A pity, as these games were the ultimate test of reflexes and hand-eye co-ordination, and before the days of video clips and luscious renders, the only thing worth playing for was the highest score. Nostalgia fans were treated to the brilliant *R-Types* last year, a retro collection of two of the greatest shooting games of all time. Now, get ready for the next level.





ASS-WIPE SMELT YA!

As in previous *R-Type* games, the Bydo empire is back, and you're the lone gunman out to stop the alien menace. Nothing much has changed, apart from the obvious graphical improvements.

The major difference is that you now have a choice of craft. There's three available, including the standard R9. The R13 houses a new anchor type weapons system, which can unleash a really powerful beam when it's powered up. It also has lightning lasers that lock onto enemies.

The RX proves to be really handy as well – its tentacle weapons system can be launched anywhere on the screen, where it will start to fire independently, chasing its own enemies, as good as any wingman would.



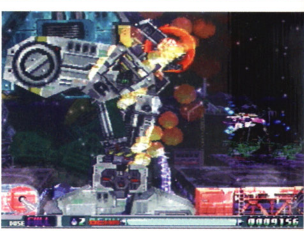
A distant relative of a famous old boss.



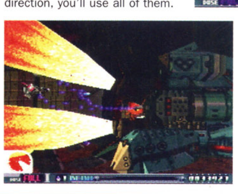
Another classic enemy makes a comeback. It's destroyed in exactly the same way.

MARMITE BELCHER

What sets the R-Type series of games apart from other familiar-looking shooters is the addition of the Force Unit. This device houses your main weapons and can be attached to the front and rear of the craft. Use it tactically depending on where the next wave of enemies comes from. It can also be launched into corners of the screen, where it will still fire, so you can clear another area. The Force Unit allows for a wide variety of tactics, and being as the Bydo empire can attack from any direction, you'll use all of them.



The Force Unit is quickly dispatched to deal with the menace behind.





The anchor weapon system is deployed, and it's fired right into the heart the boss.



Another ugly boss, this time under-water. That strange green slug is cannon-fodder – the real menace is the pink thing.



Collect multiple power-ups and create some incredible displays of deadly pyrotechnics.

E-TYPE JAGUAR

R-Type Delta should please any fan of the series, as well as winning some new admirers with its new look. It's also a very hard game, so players with no skill: stay well away!



GO ON – LET YOURSELF GO!

WAS THAT YOU MAVIS?

NOPE, NOT ME!!

AAHHH!

PARP!

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NEXT MONTH IN CVG

- PLAYSTATION 2
- BRAVEHEART
- ROLLERCOASTER TYCOON
- WARZONE 2100



PLUS!

THE DEVIL'S OWN GAME

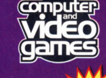
SOUL REAVER ON PLAYSTATION

computer and video games

ISSUE No. 210
OUT APRIL 14TH 1999



BACK ISSUES!





Ultimate review of the awesome racer, TOCA 2. CVG goes to Japan for the latest news on Dreamcast! Plus, reviews of Turok 2, F-Zero X, Body Harvest, Rainbow 6, Abe's Exoddus and more.



Hot New Games for '99, starring Metal Gear Solid! The best games of 1998 on leading formats. Tomb Raider 3 review. First extensive playtest of Zelda 64. Plus around 100 other games in a packed issue!



Soul Reaver playtest! First look at Virtua Fighter 3tb, The Dreamcast laid bare. The ultimate Tomb Raider 3 player's guide, and the first part of our colossal Zelda guide. South Park, R4, Rollcage, and more!



World's first review of futuristic racer Rollcage; a closer look at Sonic Adventure; preview of Castlevania 64. Plus, first look at Driver, more Metal Gear Solid, and top strategy games.

PHONE THIS NUMBER NOW!



01858 435350

GOTTA CATCH 'EM ALL!

EARLIER ISSUES ALSO AVAILABLE!

Dear Newsagent,
I have been in a state of transcendental meditation for nearly one month now. I only need to contemplate the next issue of CVG to reach my nirvana. Please save me a copy so I can achieve my perfect state of karma, or my mum will just think I'm a lazy bugger.
Om.



NAME ....

ADDRESS ....

....

SIGNED .... DATE ....

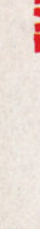




CHECKPOINT

This months events and software releases at a glance. **MARCH – APRIL**

A smaller release dates section this month, as this is traditionally a slower time for the games market. But E3 is looming...



A bit of a change for Checkpoint this month. Normally, we'd have a few new competitions. But they've had to take a back seat this month as we bring you the winners from our *Metal Gear Solid* competition. We had some fantastic entries, the best of the bunch you can see opposite. We'd just like to congratulate everyone who took part. If we could give you all a prize, we would, but unfortunately that's not possible. So check to see if your name is one of the 20 winners...

GAMES DEVELOPERS CONFERENCE

15th to 19th March
San Jose, USA.
You'll have missed this one if you bought the mag two days after it came out, but still, some of you may have so much money to throw away that you'd like to go. Basically, it's loads of programmers for you to chat to and throws ideas around with.



E3

12th to 15th May
Los Angeles, USA
The granddaddy of them all. Sega will be there strutting their stuff, Sony are expected to announce some big things for the future and Nintendo should have the next big wave of titles. It just gets bigger and better every year.

WINNERS! WINNERS!

MAX POWER RACING

Thank you everyone that entered this competition for brightening up our dull mornings when these postcards came out of our mailbag.

The idea was simple: find a postcards to reflect the desires of Max Power fans. Obviously, that means ones showing cars or women. These are the winners.

Stephen Purser from Leicester for the picture of Hannah Hauxwell, **Nicky Parnell of Peterborough** for one of famous "page 3 stunna" Maria Whittaker, and **Ben Cox of Salisbury** for the Tenerife effort. Well done.

We couldn't find pictures of puppies or bazookas. Sorry.



MAR-APR SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH

KEY: RED These games are hot · BLUE These are not

GAME NAME	FORMAT
12 March 1999	
Rollcage (Psygnosis)	PlayStation/PC CD-ROM
Retro Force (Psygnosis)	PlayStation
TOCA 2: Touring Car (Codemasters)	PC CD-ROM
Fighter Squadron (Activision)	PC CD-ROM
Pro Boarders (Sony)	PlayStation
Viva Football (Virgin)	PC CD-ROM
Championship Manager 3 (Eidos)	PC CD-ROM
Command and Conquer Megabox (EA)	PC CD-ROM
C&C Red Alert Megabox (EA)	PC CD-ROM
19th March	
G-Police Platinum (Psygnosis)	PlayStation
T'ai Fu (Activision)	PlayStation
KKND Krossfire (Infogrames)	PlayStation
Yoyo's Puzzle Park (Virgin)	PlayStation
Tomb Raider 2 Platinum (Eidos)	PlayStation
Heavy Gear II (Activision)	PC CD-ROM
Starshot (Infogrames)	PC CD-ROM
Sports Car GT (EA)	PC CD-ROM
Silver (Infogrames)	PC CD-ROM
Micro Machine 64 Turbo (Codemasters)	Nintendo 64
Atari V2 (GT)	PlayStation
Wing Over 2 (Virgin)	PlayStation
Elder Scrolls: Red Guard (Virgin)	PC CD-ROM
26th March	
Holy Magic Century (Virgin)	Game Boy Color
Street Fighter Collection 2 (Virgin)	PlayStation
FA Manager (Eidos)	PlayStation
FIFA '99 (EA)	Nintendo 64
Vigilante 8 (Activision)	Nintendo 64
NHL Face Off '99 (Sony)	PlayStation
Warzone 2100 (Eidos)	PC CD-ROM
V-Rally (Infogrames)	PC CD-ROM/Game Boy Color
Recoil (EA)	PC CD-ROM

GAME NAME	FORMAT
Running Wild (Sony)	PlayStation
Asterix (Infogrames)	PlayStation
Civilization: Call to Power (Activision)	PC CD-ROM
Darkstalkers 3 (Virgin)	PlayStation
Redline (EA)	PC CD-ROM
UEFA Champions League (Eidos)	PlayStation/PC CD-ROM
Puma Street Soccer (Infogrames)	PlayStation/PC CD-ROM
March (no set release)	
All Star Tennis (Ubi Soft)	Nintendo 64
Star Wars: X-Wing Alliance (Activision)	PC CD-ROM
Classic Line: Star Wars Archives (Activision)	PC CD-ROM
Player Manager '99 (Infogrames)	PlayStation
Monaco Grand Prix (Ubi Soft)	PlayStation/Nintendo 64
Power Quest (Infogrames) Gameboy Color	
1st April	
Jimmy White's Cueball 2 (Virgin)	PC CD-ROM
Gex: Deep Cover Gecko (Eidos)	PlayStation
2nd April	
Mortal Kombat Mythologies (GT)	PC CD-ROM
Need for Speed: Road Challenge (EA)	PlayStation
Beavis and Butthead (GT)	Game Boy Color
Street Skater (EA)	PlayStation
Lands of Lore 3 (EA)	PC CD-ROM
Beetle Adventure Racing (EA)	Nintendo 64
Civilization 2 (Activision)	PlayStation
Sports Car GT (EA)	PlayStation
Unreal Tournament (GT)	PC CD-ROM
Moto Racer Platinum (EA)	PlayStation
Unreal Level Pack (GT)	PC CD-ROM
San Francisco Rush 2 (GT)	Nintendo 64
Triple Play Baseball 2000 (EA)	PC CD-ROM
C&C Tiberian Sun (EA)	PC CD-ROM



GAME NAME	FORMAT
4th April	
Ridge Racer 4 (Sony)	PlayStation
9th April	
Marvel vs Street Fighter EX (Virgin)	PlayStation
Street Fighter Alpha 3 (Virgin)	PlayStation
16th April	
Commandos: Beyond the Call of Duty (Eidos)	PC CD-ROM
23rd April	
World Cup Cricket (EA)	PC CD-ROM
Bloodlines (Sony)	PlayStation



GAME NAME	FORMAT
30th April	
Bloody Roar 2 (Virgin)	PlayStation
World Cup Cricket (EA)	PlayStation
April (no set release)	
Duke Nukem Zero Hour (GT)	Nintendo 64
Driver (GT)	PlayStation/PC CD-ROM
Official Formula One Racing (Eidos)	PC CD-ROM
Legacy of Kain: Soul Reaver (Eidos)	PlayStation/PC CD-ROM
Warzone 2100 (Eidos)	PlayStation

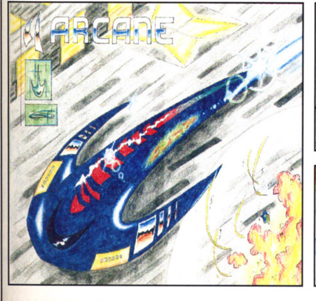


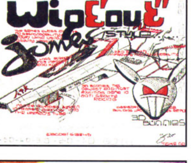
The funniest entry of the lot. Ladies and Gents, this is Hannah Hauxwell Country. What a doll.

Classic eighties Page 3! Check out the skyscraper perm, dodgy stilettos and errr... ahem... cleavage.

WIPEOUT 64

Not as good as the normal efforts from the Nintendo boys, but three entries did stand out in our "design a new *Wipeout* car" competition. The three winners are **Chris May from Norwich**, **Craig Bailey of Bristol** and **James Hare** for the cool specs and overall style he used. James, get in touch as we don't think you put your address on the entry.







CHAMPIONSHIP MANAGER 3

Easily the most popular compo this month and also the simplest. All we asked you to do was to name the jewellery-clad manager came up with the following quote: "I never comment on referees and I'm not going to break the habit of a lifetime for that prat." The answer was c) Ron Atkinson and the three winners are **Geoff Daley of Dunstable**, **Dave Heddley of Failsworth**, Manchester and **Mr K. S. Hunt of Treforest, Pontypridd**. Well done.

METAL GEAR SOLID WINNERS



Here are the 10 winners of the First Prize – the limited edition signed box set.
James Hare, Lanarkshire, Scotland. Jason Tammemagi, Co. Dublin, Ireland. Ian Ormerod, Preston. Mark Reynolds, Co. Meath, Ireland. Glynn Evens, Leeds. Alex Watkinson, Littleover, Derby.Tuan Hong, Hackney, London. Neil Clarkson, Melksham, Wiltshire. Christopher Patrick, Leek, Staffordshire. Daniel Burns, Mostyn, Flintshire.

The remaining 10 winners will all bag themselves limited edition *Metal Gear* goodie bags. Christopher Smith, Ashton, Bristol, Luke Daniel, Solihull, West Midlands. Dan Byron, Ashford, Middlesex. Ray Byrne, Dublin, Ireland. Simon Taylor, Twickenham, London. Gareth Davies, Westminster, London. George 'Dragon' Law, Woodhouse, Sheffield. Michael Jennings, Bradford.



The final two entries that we picked from our magical hat had no names on them. Get in touch with us if you recognise the two drawings above.



- RACING GAME
- BY NAMCO
- APRIL RELEASE
- 1-4 PLAYERS

- PRICE £39.99
- PLAYSTATION PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

The PlayStation's original rollercoaster-ride of a racing game is back once again, bigger than ever before. Hold onto your lunch!

RIDGE RACER TYPE 4™

Namco's *Ridge Racer* series isn't meant to have any relevance to real life. Everything is taken to the extreme – the courses feature massive drops, insane corners and amazing scenery, the vehicles range from super-cool sports cars to enormous rocket-monsters on wheels. The cars don't just powerslide around corners, they spin wildly before getting grip and speeding away, and all the while the music bangs away like some crazy hardcore DJ is mixing in your backseat! Don't let the realistic looks fool you – *Ridge Racer Type 4* is mentalist, man!





OOH-AAH, TONS OF CARS!

Rage Racer may have a big selection of cars, but it's nowhere near the size of *Type 4*'s. In total there are 320 to collect. Did you get that? 320. Three-hundred-and-twenty! These are divided among four teams, each of which awards players new cars as they compete in the Grand Prix, depending on how well they perform in the races. Extra Trial races also open up, which take the form of classic one-on-one battles against speedy drivers who give up their car if beaten.

Collecting the whole set of 320 cars will take ages, but it's worth it as completists are rewarded with an extra, super-cool, super-hidden 321st – and an absolutely fantastic bonus tune to go with it!





What could this cleverly disguised mystery-mobile be? Only the very best *Ridge Racers* will find out!

A COURSE IS A COURSE, OF COURSE, OF COURSE





Type 4 has four main courses, though as is the tradition with *Ridge Racer*, each one has different routes which open up, and can also be raced around in reverse. The course design doesn't follow the increasingly ridiculous style of the previous games – instead, everything looks a lot more realistic and there aren't so many over-the-top hills, jumps, banked corners, tunnels and mad architecture as you might expect. This is a *bit* disappointing, especially as the car handling is just as crazy as ever.





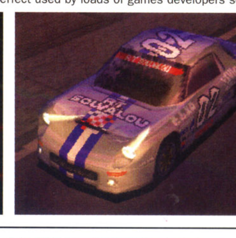




LIGHT FANTASTIC

To add to *Ridge Racer Type 4*'s stylised look, Namco have used an excellent trail effect on the lights of the cars. As they move around, they leave red streaks behind them (anyone who's seen the excellent animé movie *Akira* will know how cool they look). You can expect to see this effect used by loads of games developers soon.





The subtle headlight effect is amazing!

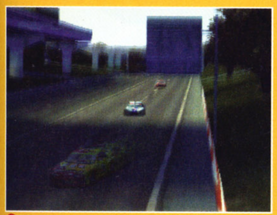


After winning the Grand Prix (which finishes at midnight on 31st December 1999!) you get to race one-on-one to earn more cool cars.



LET'S SEE THAT AGAIN... PHWOAR!

As always, finishing a race gives you a replay of the last lap or two, giving you a chance to re-live your moment of glory (or failure) once more. The dramatic camera angles show off *Type 4*'s excellent graphics, especially the cool light streaks, plus you can turn on a neat blur effect similar to the one used throughout Konami's *Metal Gear Solid* and in sections of Psygnosis' *Rollcage* if you really want.



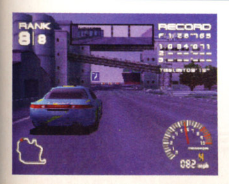
At times, the replays can look extremely realistic – this could almost be real! Almost.



You can really appreciate the detail on the cars in the replays. Just look at the reflections in the bodywork of this one!



The replay blur effect works better in motion than it does in pictures, believe us.







WHO DA BOSS?

For the first time in a *Ridge Racer* game, *Type 4* has a storyline of sorts. When you join a team, your mechanic introduces him/herself and gives you a bit of a background story. Each one has their own personality and psyches you up for the next race in their own special way. Afterwards they comment on your performance and occasionally get you a new car depending on how well you did. If you manage to win every race on your first attempt you'll be driving a real beast by the time you reach the Grand Prix final. Mess up all the time and you won't be trusted with good cars.

DESIGNER LABELS

Although the cars are covered by sponsorship logos while racing in the Grand Prix mode, once added to your garage collection you can choose your own paint colour and bonnet "decal".

As with *Rage Racer*, the game comes with a selection already drawn for you, including lots relating to previous Namco games such as Yoshimitsu from *Tekken 3*, classic arcade game logos, and various other things (including the ever-popular flaming skull).

An edit feature lets you create your own decals too – the simple drawing package gives you access to loads of colours, plus special options to make whatever logo you want on your fleet of dream machines. Here's a CVG logo we knocked up in a matter of minutes (about 30 of them).



The editor has all the options you could possibly need to create a perfect team badge.

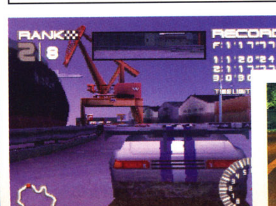
Seeing your home-made logo on the bonnet of a car as it flashes past the camera is very cool.



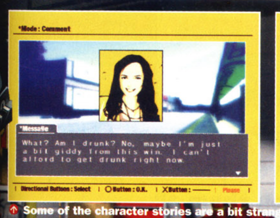
This rocket on wheels is one of the four top cars in the game. It's quite fast...

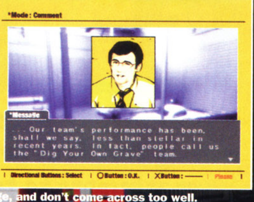
For the first time in *Ridge Racer*, passing aeroplanes leave pretty vapour trails!



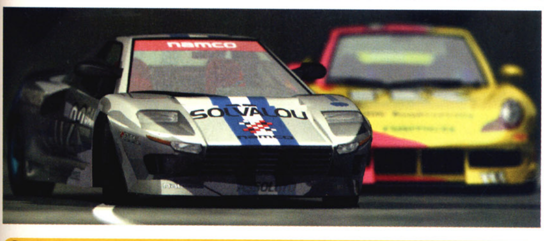


The action seems a lot quicker from inside the cars.





Some of the character stories are a bit strange, and don't come across too well.



GO JOGGING

As we've shown before, Namco have created a special controller especially for use with *Ridge Racer Type 4* – the JogCon. A rotating dial in the middle of the pad works just the same a steering wheel would, even fighting as you slide around corners. While it's not the best controller ever it's certainly good fun, and being able to feel when the car's tyres grip the road rather than just listening for the sound is handy at times.

For the UK version of the game, Namco have also added Dual Shock analogue controller support, something Japanese gamers had to do without.

The little triangle at the bottom of the screen shows where you're pointing the JogCon.

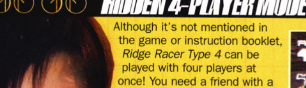
WHO IS THE REAL RIDGE RACER?

Ridge Racer home games have only ever been for two players, and even then only if you've had two PlayStations, two copies of the game, two TVs and a link cable. *Type 4* is the first to feature a two-player split-screen mode, and it works very well – the graphics stay very detailed and move almost as fast as they do in the one-player game! It's also possible to race with one or two computer-controlled opponents for that extra bit of challenge.





HIDDEN 4-PLAYER MODE REVEALED!



Although it's not mentioned in the game or instruction booklet, *Ridge Racer Type 4* can be played with four players at once! You need a friend with a copy of the game to lug their PlayStation and TV to your house, plus you need a link-up cable, but it's fun if you get it working.



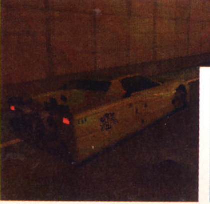
The four-player mode slows down a bit, but is still very cool.

CVG OPINION

While people may try to compare *Ridge Racer Type 4* to *Gran Turismo*, the two are about as different as driving games get. Although they both have fantastic graphics and a massive selection of cars, *Type 4* is an arcade game through and through – there's nothing realistic about it at all. Grand Prix mode starts off a bit dull as the initial cars are a bit slow, but once you start getting upgrades and more ridiculous vehicles things improve drastically. The hints from your team don't really help, but they go some way to creating a bit of atmosphere, though the script is mostly rubbish. Collecting the complete set of cars isn't as enjoyable as it was in *Rage Racer*, as you need to keep playing Grand Prix over and over, finishing in different positions – though there are some spectacular hotrods if you make the effort. One annoying thing about the races is that computer cars will deliberately cut you up and even drive into you. This would be fine in most racing games, but contact of any kind in *Type 4* loses you lots of speed – very frustrating. Also, the circuits aren't as insane as they were in previous games, while the car handling is just as crazy-bonkers as ever. But as a high-speed, high-intensity, over-the-top experience, *Type 4* is very hard to beat.

ED LOMAS









If you can handle the pace and madness, go for* Ridge Racer Type 4. *It's perfect for both quick speed fixes and marathon racing sessions.



PC CD ROM	RPG
	BY INFOGRAMES
	MARCH RELEASE
	1 PLAYER

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CDs
- RELEASED BY INFOGRAMES TEL 0161 827 8000

With titles like *Baulder's Gate* and *FFVII* proving that RPGs have a place on the PC, *Silver* attempts to top them all.



Don't be confused by the title of this game. You might think the title refers to the hero, but *Silver* is in fact the main enemy and the character you are out to destroy.

He starts off by stealing your girlfriend so he can have her as his new wife. Then as the game unfolds, he proceeds to hurt you in many more ways which we don't want to spoil. One motive is usually enough, but the deeper you get the more reasons David, your character, has for eliminating the wrong-doer.

Learn spells, earn new weapons and befriend others whose lives have been changed by Silver. The journey starts here...

FEEL THE POWER OF... MY MOUSE

The combat control method in *Silver* is a novel one, but also one that works well. The only keyboard button you use during the game is Control – everything else is done using the mouse.

There are two modes of control as well – a fighting section and the standard in game part. In the normal game, left mouse moves your character (double-click for run) and the right mouse brings up the inventory. From here you can use items, change weapons, activate spells... all the usual RPG elements. The icons are all easy to understand too, so there's no problem trying to decipher everything.

To switch to fighting mode, all you do is hold down Control and the pointer icon changes to a sword and you're ready to fight. Tapping left mouse swipes your sword and holding it down and moving the mouse results in different attacks. Lunges, reverse hacks and half-circle swipes can all be pulled off. Holding the right mouse button with a shield equipped puts you in a defensive pose.

You'll find the first boss here. A giant demon appears in the plume of light and spits fire at you. The two rocks in the centre are good cover.



The range and strength of the spells increase as you get deeper into the game. They also look more spectacular.



The battles by the dock are shrouded in mist and very eerie looking. The musical score is also excellent, and blends in well with what's going on.

SPEAK EASY

If you want to go for the full-on, atmospheric effect of *Silver*, you can choose to have all the dialogue between the characters actually spoken. It takes a long time to listen to it all obviously, but it's a nice option to have.

There are celebrity cameos as well, with the band at the inn being voiced by Supergrass! However, if all that is a bit much for you, simply switch the voices off and read them yourself!

CVG OPINION

While the PC market is dominated by strategy games, corridor clones and flight sims, occasionally a title comes along to break the mould. And while *Silver* certainly isn't groundbreaking, it's something of novelty. It's also what I would call a good starting point for getting into RPGs. It's very simple to use, and the real-time fight sequences are always more fun than turn-based games. The tutorial part tells you pretty much everything, and yet there is still a hell of a lot of challenge involved.

Graphically, it's dark and atmospheric and very high in detail. The music is tops as well and helps enhance the mysterious air of the game. Sometimes the action can get a bit repetitive, in that you don't progress as quickly as you might like, but perseverance reaps rewards. It's a very entertaining game, and one that will keep you occupied for hours as you battle through the two discs. Excellent stuff.

STEVE KEY

RATING



It looks amazing, plays extremely well and is a worthy rival to FFVII on the PC. If you find RPGs too confusing, Silver will change all that.



HIGH FIVE! HIGHEST CVG RECOMMENDATION

PlayStation

2D FIGHTING GAME

BY CAPCOM

APRIL RELEASE

1-2 PLAYERS

- PRICE £39.99
- ARCADE AND JAPANESE IMPORT VERSIONS AVAILABLE
- SATURN AND DREAMCAST VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY VIRGIN TEL 0171 368 2255

One of video gaming's truly classic series just keeps on rocking. The World Warriors have never been in such good shape!

STREET FIGHTER ALPHA 3

Capcom's *Street Fighter Alpha* series may drive some people mad, but there's no doubt that they manage to improve with each update. This time around a whole load of old favourites have returned in suped-up form, along with some excellent new fighters – plus, especially for the home version, *Super Street Fighter 2*'s New Challengers make a comeback! On top of all this, everyone has three different fighting styles, making *Street Fighter Alpha 3* a real dream game for fighting nuts. If you're not a *Street Fighter* freak yet, you probably never will be – instead you'll just have to sit back and watch everyone else having the time of their lives.



Blanka and his electrical powers return!



Evil M. Bison is even more powerful!

★ BACK FROM THE DEAD ★

Capcom always add extra bits to home conversions of their arcade *Street Fighter* games, and *Alpha 3* has the best yet! T. Hawk, Fei Long and Dee Jay, the New Challengers from the *Super Street Fighter 2* games have been included, complete with new moves and animations. They've not been completely redrawn like the other classic characters so they look a bit out of place, but they're a lot of fun to play. Their new super combos are particularly cool.

GUILE RETURNS!

One character *Street Fighter* fans have been hoping would make his return to the series is Guile, and he's back for *Alpha 3*, albeit as a hidden fighter! While he looks and plays almost as he did last time we saw him, he's got a great new super Sonic Boom.



Guile has all of his original moves, plus this incredible-looking super Sonic Boom. *Street Fighter* fans will love learning him again.





Chunky sumo E. Honda is one of the strongest in the game.

NEW KIDS ON THE BLOCK

The arcade version of *Street Fighter Alpha 3* added seven new regular characters – Vega, Cammy, Blanka and E. Honda from the *Street Fighter 2* series, plus Cody from *Final Fight* and new girls R. Mika and Karin. All of these are in the PlayStation version, along with the three extra time-release fighters – Balrog, Juli and Juni. All the old guys have been redesigned to fit in with the dramatic cartoony style of the *Alpha* series and look fantastic for it, especially Vega. The all-new characters are up to *Street Fighter*'s high standards as well.



Karin's animation is brilliant. All of her special moves and regular attacks are extremely stylish and dramatic, yet she looks like a harmless little girl.



R. Mika is a female wrestler with some insane super combos. Here she jumps off the top turnbuckle of a handy nearby wrestling ring and suplexes rival Zangief!

WHAT'S YOUR STYLE?

As well as having the biggest selection of fantastic characters in any fighting game, *Street Fighter Alpha 3* also has three different modes for each. Known as ISMs, they give a fighter different moves, damage ratings, super combos and abilities, meaning that there's more to master than ever before.

X-ISM

This is the most basic, but damaging mode. Most characters play a lot like their original *Super Street Fighter 2* versions, without recent features like mid-air blocking, ground recoveries, Alpha Counters, but with original moves such as Chun-Li's Spinning Bird Kick.

V-ISM

The least damaging of all modes, and one which takes a bit of getting used to. Instead of Super Combos, characters can perform Original Combos similar to those in *Alpha 2* – for a few seconds you can launch loads of special moves at your opponent, creating some amazing combos.

A-ISM

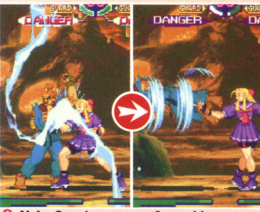
The main mode is the A-ISM, where characters cause regular damage and have access to all the new features. Fighters have three Super Combos each, making it the most enjoyable mode for the majority of players to use.



If you pick Sodom and use his X-ISM, he carries katana swords instead of his usual sais, just like he did in *Final Fight*!



Finishing someone off with an Original Combo gives you a big purple explosion. With practice, the V-ISM can be deadly.



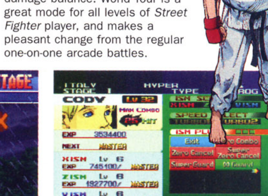
Alpha Counters are performed in a new way, but they still let you hit back at your opponent at lightning speed. Very handy!

THE STREET FIGHTER WORLD TOUR

Another new feature for the home version of the game is the World Tour mode. After picking a fighter you go from country to country taking on other characters in order to earn new moves and abilities. Some stages require you to finish your opponent with a Super Combo, or take on two fighters at once for extra variety. You also get to customise your character for each battle, choosing which abilities you want to use and setting up your damage balance. World Tour is a great mode for all levels of *Street Fighter* player, and makes a pleasant change from the regular one-on-one arcade battles.

Native American indian T. Hawk has very powerful Super Combos, but is quite tricky to play as.





It takes time to build your character right up, but it's well worth it.

On some World Tour stages you have to fight multiple enemies at once.



Cody has been locked up in jail since *Final Fight*, but has escaped for *Alpha 3*. He wears his jail uniform and is handcuffed, but still gets to pick up and use knives!



Spanish matador Vega (known as Balrog in Japan) looks brilliant in his new *Alpha* style. He can still climb and jump from cages!

CVG OPINION

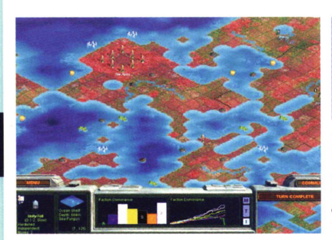
Although I'm a big fan of the *Street Fighter Alpha* series, I've been telling myself that it's gone too far – it's not fun any more. But all my prejudices went out of the window when I started playing *Alpha 3* – it's fantastic! Okay, so there are people who are never going to get into *Street Fighter* games, but for anyone who ever has, this is the ultimate. Everyone's favourite characters are included, and the new characters are up to the usual excellent Capcom standard. This PlayStation conversion is also surprisingly good, and the lack of animation is hardly noticeable when you're playing. The thing is, most hardcore *Street Fighter* fans are likely to also own a Saturn and/or Dreamcast, and with both versions due for release in Japan soon it might be worth waiting – the Saturn version will certainly be better as it uses the 4Mb RAM cartridge. *Street Fighter Alpha 3* is the best in the series, and the greatest 2D fighting game ever. It's time for the world's ex-*Street Fighters* to come out of retirement and take up a new challenge!

ED LOMAS





It's not Street Fighter games that are getting boring, it's the people who aren't playing them. This is the best yet – a fighting classic.



PlayStation™

STRATEGY | BY FIRAXIS
OUT NOW | 1-7 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 442

It was a small step for Neil Armstrong, but now you can take a giant leap and colonise the universe. First stop, *Alpha Centauri*...

SID MEIER'S ALPHA CENTAURI

Alpha Centauri takes off exactly where that other Sid Meier game finished (*Civilization 2* – you may have heard of it). You are one of seven factions travelling for 40 years on the Mothership from Earth to a new planet. The aim when you get there is to let mankind begin again.

You have to explore the new territory, establish cities and armies, make scientific discoveries, rule your people well, and make friends or enemies with the other six factions. In short, you'll have your hands full. The aim of the game is to conquer the planet, or become its supreme governor the peaceful way.

SO WHAT'S NEW THEN?

When you start the game, choose what faction of people to lead. The seven communities are quite diverse, each with their own benefits and pitfalls. You can choose to be a ruler of militant Spartans, UN peacekeepers or maybe religious fundamentalists.

Each group has very different ideas on how to colonise the planet. Once you've built your first city, you have to decide what your researchers should focus on – military or scientific research, or maybe developing better facilities for your people.

Your research and discoveries will determine what course your game takes. The game is played in turns. At the beginning of each turn, you instruct your cities on what to build and give orders to your units that they'll automatically execute.





When you have the technology, you can build almost anything.

The majority of the game shows your world as pretty calm – as if!





The seven tribes often to elect a planetry governor, and also to vote on important issues.

PHYSICAL EDUCATION

Since the game is set in the future, you get to explore things like applied chaos theory and applied theory of relativity.

When your researchers have made a new discovery you get a screen telling you how it can be practically applied and what can be discovered next. Some of the things you discover will go way over your head, but there are help screens so you can find out exactly what it means.

As your research goes on, your military units develop too, old ones become obsolete or you can choose to upgrade them. Your scientists continually build new prototypes which you can then customise if you wish.

CVG OPINION

***Alpha Centauri* is a brilliant strategy game. There are so many options you can take and you'll be absorbed in it for weeks.**

The factions have well-developed ideologies and you'll want to play as all of them. Professor Zakharov, the mad scientist, was a personal favourite. But the game does have its down sides.

For example, most inventions and discoveries just sound like technical mumbo-jumbo – difficult to understand and use unless you have a PhD in Physics, especially when building military units. It can be very confusing when deciding which ones to update and which ones to build, because you don't really understand what they're good for.

The diplomatic side of the game is much improved over *Civilization*, and buying votes to become the planet's governor is clever.

Sadly, the game doesn't feel like a big departure from *Civilization 2*, and veteran players of that game will find too many similarities here. Still, it's a well-made strategy game. It's just a pity it retreads too much old ground.

ALEX HUHTALA



You've built a new city. Wow!

RATING






***Alpha Centauri* will impress strategy fans and budding scientists. Never played Civilization? Get this and discover what all the fuss is about.**

PlayStation



PlayStation

STRATEGY GAME | BY MICROPROSE
OUT NOW | 1 PLAYER

- PC VERSION AVAILABLE
- PC SEQUELS PLANNED
- STORAGE 1 CD
- RELEASED BY ACTIVISION TEL 01895 456 700

Often described as the best strategy game ever. Now, for the first time, it's available on PlayStation. But is it the same thing?

CIVILIZATION II

Civilization did wonders for strategy games. Soon everyone caught on, and now there is a multitude of choice for strategy gamers. But the original is still hard to beat. And the idea is so simple – you choose a tribe you want to be and you play the game through the known history of human civilisation.

You build up your territory and units, and make discoveries, with the ultimate goal being colonisation of the space. You can do this peacefully, making friends with other tribes or fight wars to become the ruler of the whole world.

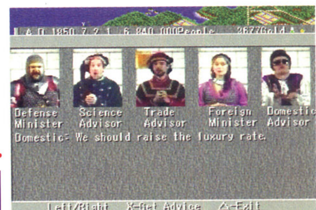
WHOLE WORLD IN YOUR HANDS

For beginners, *Civilization II* provides a little tutorial to help create the right settings before you start playing. You choose the size of your world, the level of difficulty – Chieftain being the easiest – as well as the number of other tribes and barbarians on the planet.

The game then plays in turns. Your settlers will found new cities which your armies have to defend from barbarians and other tribes.

As your scientists make new discoveries, you will be able to build more efficient military units and provide your citizens with better facilities.

Once your cities start prospering, you can build Wonders of the World, like the Pyramids or Isaac Newton's College, which will add to your *Civilization* score and give your people various bonuses.



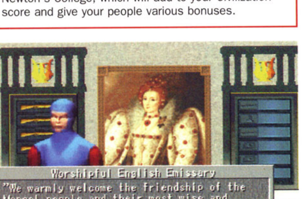


Your advisors will offer help in the running of your empire. The Elvis look-a-like is a nice touch.

It's 1852 and the Mongols have trucks. How's that for supremacy?

WE HAVE ALL THE TIME IN THE WORLD

If you do well, your subjects will make additions to your throne room, but keeping them happy can get a bit difficult. If you do anything wrong they'll start revolting and can overthrow the government. It is advisable to build The Statue of Liberty as one of your Wonders – it will allow you to choose from all types of government available, so you can choose Democracy, which will keep your subjects happier and make you more profit too. It is also good to make friends with other tribes, then you can establish trade and swap knowledge. Once you've built up enough military, you can declare war on other tribes depending on how strong they are, but make sure your people are supportive.





Check in on your Throne Room often, as this shows how much your people value you. Do well and it will be extravagantly decorated.

CVG OPINION

***Civilization II* on Playstation has nearly all the features from the original game, but it's sadly not the same. Elements have been re-designed to give the game a more 'arcadey' feel, with the interface being more complicated than the original, and not as effective.**

When it comes to playing... well it's not the same. The world is viewed in two modes: super-close-up, or too far away. And even though there's lots more problems beneath this surface, it's the graphics that illustrate the biggest flaw. *Civilization* wasn't a 'looker' to begin with, and if the PlayStation can do a reasonable impression of the more complicated *Command and Conquer*, why not a faithful conversion of *Civ*? If you've never played the original, this is still good, but it doesn't match the classic status of the original.

ALEX HUHTALA



As exciting as the action gets. That's a gunfight, make no mistake.



Construct a Wonder of the World, and you're treated to a video clip.

RATING






A good strategy game is always a welcome addition to the Playstation archives, but fans of the original will feel something's missing.

CIVILIZATION II

REVIEW


LETHAL
IMPACT
LOADED
ACTION
IRRESISTIBLE
PRICE
TOMB RAIDER II
STARRING LARA CROFT
PAL
PlayStation
EDGE
EIDOS
PlayStation PLATINUM
£19.99
Tomb Raider II goes Platinum in March 1999
CORE
PlayStation
EIDOS
INTERACTIVE
www.eidosinteractive.co.uk



PC CD ROM

FOOTBALL MANAGEMENT | BY DYNAMIC | MARCH RELEASE | 1-8+ PLAYER

- PRICE £34.99
- MULTIFORMAT
- PREDECESSORS AVAILABLE
- PM 2000 VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GREMLIN
- TEL 0114 263 9900

Make no mistake, you are now looking at the two biggest football management games. Say goodbye to your friends and family.

PREMIER MANAGER NINETY NINE

Okay, so you walk into a shop and you see *Premier Manager '99* and *Championship Manager 3* staring you in the face. Both huge brands and both worthy of your cash. But which one do you buy? This page is dedicated to the reasons why you should get *Premier Manager*, and the other is for *Champ Man*. Read both and you should have reached your own decision. If you haven't, then buy both. Easy.



MORE DODGY 'KEEPING

If you're watching the game in the Highlights mode, as we would suggest you do, then the really classy element of *Premier Manager '99* kicks in. Once a goal is scored, the game cuts to a rendered environment that shows you exactly how the goal was scored. The moves and angles are all exactly as you see them and not just pre-rendered sections as they were in the PlayStation version and this makes it even more believable and realistic.



Here you can monitor your income through sponsorship and TV deals.

BECKS! PUT IT IN THE MIXER!



Chop and change the line-up at this screen.



You can set the price of Coke, fish and pizza here!



These are the advanced tactics options.

The Advanced Tactics option is one of the most detailed seen in a management game. You now have the power to influence exactly where a player is standing and the runs he should make depending on the location of the ball.

The pitch is split up into small sections and a click on each one will tell you where players should be. Simply drag the icons around and that's it. You can even set up dummy moves like a counter attack and watch how players transfer from defence to attack.

All tactics can be saved off and employed during a game, so you're best moves needn't be a one-off.

CVG OPINION

One page for a game of this magnitude is never enough. There's so much to talk about and I can't fit it all in, so I'll keep it to the facts. This game is absolutely brilliant. Everything from scouting youth teams for up and coming stars to upping the price of burgers by a couple of pence in the cafes... it's all catered for.

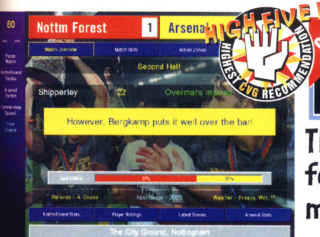
Whereas *Championship Manager 3* is purely for management side of it, *Premier Manager* covers all of the other aspects too, almost player/chairman simulation. You can pick sponsors for hordings around the pitch, TV rights, upgrade the stadium, fluctuate the ticket prices for big games... it's all here. And you have complete control over what you want to manage.

You can have auto finances, auto tactics or just manage the youth teams. It's all up to you. One other major plus is that you can watch the action and pick out weaknesses in the opponent rather than looking at text messages. And that's what makes it for me.

STEVE KEY



It's definitive, addictive, easy to play and... words can't do it justice. *Premier Manager '99* is the end of pubs, clubs and social lives as you know it.



PC CD ROM

MANAGEMENT | SPORTS INTERACTIVE | OUT NOW | 1-8+ PLAYERS

- PREVIOUS VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EIDOS
- TEL: 0181 636 3000

The long-awaited third version of the best football management game ever. Now with more options, statistics and sackings.

Championship Manager 3™

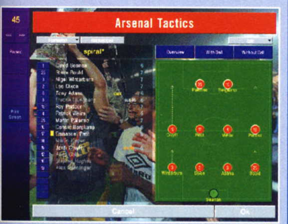
There's two things a good football management game needs, the ability to change everything around to get a result, and realism. *Championship Manager 3* has both of these elements firmly in place with real players, world leagues, national squads and more tactics than a packet of chalk could ever help explain. Not only do you get to pick the squads, but also the backroom staff, and if you want even more responsibility you can even manage the youth team. Even though it still has the text-based match screens, it's the most advanced management game on the market, and it's also the toughest.



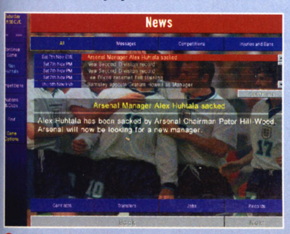
Palermo of Boca. Our best buy so far.

SCHOOL OF EXCELLENCE

If you've played an older *Championship Manager* game, it's safe to say any winning tactics you may have picked up will have to be put to one side, because this is a completely different game. Thanks in part to the overhauled tactics editor, that allows you to give individual instructions to the players, and to determine the positions of players with and without the ball. Training can now quickly improve your players, but leave them out of the squad, and they'll demand a transfer even quicker.



Choose where players will make their runs.



Sacked!!! That wasn't meant to happen... yet.

GET ME THE NEW RONALDO!



The transfer market has been improved, with your scouts performing better than ever. You can really fine-tune the parameters for their search, so you should be able to find a bargain player in no time. The wide variety of leagues, and national squads means you can choose from the best players in the world, even the old folk who go and play in the USA and J-League. Plus you can apply for jobs abroad, should you desire a move, or new challenge, the game can run 10 world leagues simultaneously, which takes a bit of time on slower PCs, but means players statistics are constantly updated.

CVG OPINION

Of all the football management games on the market, when it comes to the realism, none can compete with *Championship Manager*, and that's what makes it such an attractive game, rather than the visuals. It's a statisticians dream with screens full of player data, which you need to study to get the most out of the game. And although it may look like the previous games at first, scratch beneath the surface and you'll appreciate the new and refined features. At the end of the day it's a game that you need to spend some serious time with to really enjoy, and getting a result can be difficult at first, especially at the top level. There's no other management game I'd rather play. It's so involving that it might be fair to say it's no longer a game, it's almost become a simulation of the real thing!

ALEX HUHTALA



Don't be fooled by the static screens, this is the most realistic management game around, but you may need to give up your day job to play it.



Whatever else puts you on the spot it needn't be spots.

Uh-oh! Bit of an embarrassing spot? Still, look on the bright side. OXY products help kill spot causing bacteria on contact, helping to prevent spots before they start. Which means, at least it won't be that sort of embarrassing spot that puts a cringe making blemish on your day. **SPOTS? OXYCUTE 'EM.**





ROLLCAGE

Having marvelled at the PC version of *Rollcage*, we were a little disappointed we couldn't bring you the PlayStation review at the same time. However, now that we do have the game it's fair to say that it's every bit as good as its PC counterpart. For a start it's a lot easier to control on the PlayStation. Even if you have a PC joypad, it still feels like it was always made for Sony's machine. Graphically, it's very good for the PlayStation with loads of explosions, cool warping effects and some really bright levels to dazzle you. The game shifts at a fair old rate too which is always important with this sort of game. And of course, the music is head and shoulders above anything else. Fatboy and co suit the game perfectly and it's not ears-bleed techno either. Stuff you can actually listen to while driving. There is a good challenge level too, because you cannot access the harder difficulty setting or the hidden deathmatch options until you have finished the previous league in first AND won every race. That is something that you won't finish in a hurry. It may not be the next *Wipeout*, but *Rollcage* is a classy title nonetheless. **STEVE KEY**

FUTURISTIC RACER

OUT NOW

BY ATD

1-2 PLAYER



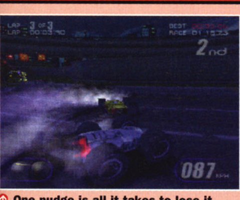
- PRICE £39.99
- PC VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY PSYGNOSIS
- TEL 0151 282 3000



Here we have the Leader missile flying through the worm-hole power-up. Both are headed for the first-place car, which gives you the perfect chance to sneak through into first place.

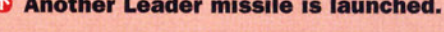


The glow in front of your car appears once you've reached the top speed. This is achieved by a combination of using the speed boosts on the floor and the icon you pick up as you're racing.



One nudge is all it takes to lose it...





Another Leader missile is launched.











RUGRATS: SEARCH FOR REPTAR

Unfortunately, instead of being a good use of the *Rugrats* license, *Search For Reptar* is a sloppily-made, badly thought-out cash-in. As a regular PlayStation game it's no good – poor graphics, bad controls, basic games, and lots of lazy glitches (Don't walk behind Spike's kennel to pick up the Reptar biscuit – you'll never get out). It'll also only take about an hour for most people to wander through it all. *Rugrats* could have been great for introducing very young kids to video games, but again, *Search For Reptar* is a failure. The text between levels is far too long and complex for kids, the controls are extremely confusing, and even finding the next stage will be too much of a chore for youngsters. Also, the 3D characters look like freaky mutant versions of their cartoon selves and could cause nightmares. Maybe worth a night's rental if you want to really distress a small relative. **ED LOMAS**



VARIOUS GAMES



OUT NOW

BY NOVA



1 PLAYERS

- PRICE £29.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY NOVALOGIC
- TEL 0171 405 1777



This is one of the game's highlights. In most games it would be considered the worst bit.











STREET SK8ER

Here's another game which takes a cool sport and makes it amazingly uncool. Garish colours, cheesy graffiti-style text and an American "dude" shouting things like "Aaawesome!" seem to be essential to skateboarding and snowboarding games. Just look at the title – *Street Sk8er*, for crumbs' sake! Instead of giving you proper control over your tricks (powering-up jumps, choosing how to spin, flip and grab, etc), *Street Sk8er* uses a basic button-and-direction press for each trick. The courses are simple timed trick challenges on ramps and rails, but more sections open up as you complete sections and collect more characters. There is a strange charm to it – probably in that it lets you do ludicrous tricks with no effort – but overall there's not much to the game other than a few hours of entertainment and a lot of frustration at poor controls and stupid design. One to rent. **ED LOMAS**

SKATEBOARDING GAME

OUT NOW

BY



1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EA
- TEL 01753 549 442



Live out your *Gleaming The Cube* fantasies with the turdally radikal *Street Sk8er*, doooodz!







LOONEY TUNES

PLATFORM GAME
OUT NOW
BY SUNSOFT
1 PLAYER

Another colour update from Infogrames, this time of an old Sunsoft game from 1992. *Looney Tunes* is a platform game starring loads of Warner cartoon stars like Bugs, Daffy and the rest, and it borrows heavily from the Game Boy classic *Super Mario Land*, even down to the music! But saying that, the game itself isn't bad, and better than Infogrames' own recent games starring Bugs and friends. On each stage you take control of a different hero, and must get to the end of the level where you'll face a boss. There's diamonds to collect on the way, and villains like Yosemite Sam and Marvin the Martian to fight. The different characters add variety to the levels. As Tweety you fly and must avoid Sylvester, Daffy Duck swims underwater, and Porky Pig flies a plane. *Mario* may be better, but as imitations go, this isn't bad. **ALEX HUHTALA**

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRAMES
- TEL 0161 832 6633

Porky Pig leads the way for the other swill suckers, by proving pigs really can fly.






HOLLYWOOD PINBALL

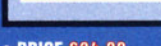

PINBALL GAME

APRIL RELEASE

BY TARANTULA STUDIOS
1 PLAYER

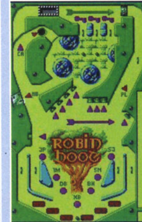
A collection of seven pinball tables that fit into the palm of your hand, each table is movie-inspired. The tables themselves are quite basic, with all the usual score multipliers, trick-shots and jackpots. Pinball purists will gripe that you can't get enough power off the flippers, and some of the channels your aiming for are poorly placed. The scrolling can be a bit nauseating after a while, as the tables are far bigger than the screen, and as the ball gets bounced around, the screen bounces around in tandem.

Each table is based on a famous movie, or genre, but cunningly called something different. But what gives it away is the theme tunes accompanying each table, offering near note-for-note renditions of famous music, with some notes clearly off-key for a reason – very funny stuff, right down to the re-working of the 20th Century Fox fanfare at the start of the game. **ALEX HUHTALA**

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY TAKE 2
- TEL 0171 384 7800





A subtle critique of the Hollywood system, and its lack of original ideas? Or maybe not.





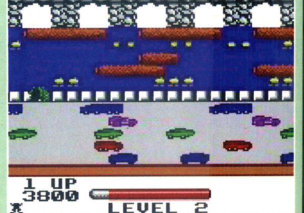

FROGGER


PLATFORM GAME
APRIL RELEASE
BY MORNING STAR
1-2 PLAYERS

This hit game of yesteryear makes an ideal game for Game Boy. The idea is simple: a frog tries to get across a busy road, to get to the other side, but once you work through the levels, this can get tough. The lanes of traffic become more congested, the high-speed cars become more frequent, and those gaps to accommodate your journey are harder to find. Once you're past the traffic, you're only half-way home, now you must cross the river, jumping onto logs and lily pads that are being constantly washed downstream. Make the final leap home, and you earn points, and start over again. Fill the five gaps at the top with frogs, and you're onto the next level. Later, not only is the traffic a problem but crocodiles like to cruise the river, and snakes will hide in some awkward places. *Frogger* is a classic game, and it's a faithful version that proves to be a lot of fun, even if it is basic. **ALEX HUHTALA**



- PRICE £24.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY TAKE 2
- TEL 0171 384 7800



The game that could have been inspired by a Richard Attenborough wildlife documentary.





CENTIPEDE/SUPER BREAKOUT

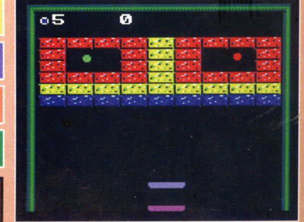

SHOOTING GAME
APRIL RELEASE
BY CODE MONKEYS /MORNING STAR
1-2 PLAYERS

Another two games that have been released before, here given a colour update, and two games that are almost as old as videogaming itself. *Centipede* is a classic shooter, which was originally played with a trackball. It's a *Space Invaders* imitator, but one of the better ones, where you must blast the centipede of the title and other bugs, while protecting your craft at the bottom of the screen.

Super Breakout is a bat and bouncing ball game, you must hit the ball against a wall to remove bricks, while keeping the ball in play. This version offers various modes of play. A great idea, back in the day, but it was soon eclipsed by better imitators. Centipede and *Super Breakout* are very basic compared to other Game Boy titles on offer. I'd have preffered updates, rather than these conversions, which won't win many new fans. **ALEX HUHTALA**



- PRICE £24.99 EACH
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY TAKE 2
- TEL 0171 384 7800



Games don't get more basic than this, apart from *Pong* – that game didn't even have a wall!



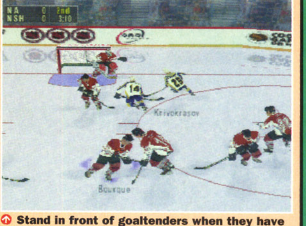

NHL FACE OFF '99

You could say that 989 Studios are on something of a roll at the moment. First we had *Rally Cross 2*, then *NFL Blitz* and now *NHL Face Off '99* - all extremely poor. It's a decent enough game to play and look at, but there's nothing here that other games haven't done before. One thing that's a good plus point is that it's very quick - the players move extremely fast. But they don't feel like they're skating, more like gliding. But everything else has been seen before. There's the usual quota of national and international teams as well as the varying game modes. Eight players is a good option, but not one that will get used very often. Those wanting to break into NHL games for the first time will like this, but realistically, there are many better Ice Hockey games available – like EA's NHL '99. **STEVE KEY**

- ICE HOCKEY SIM
- OUT NOW
- BY 989 STUDIOS
- 1-8 PLAYERS



- PRICE £39.99
- PLAYSTATION PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



Stand in front of goaltenders when they have the puck and they'll often pass straight to you.








PLAYER MANAGER 98-99

Having just acquired a mouse in the office, I thought I'd try it out on *Player Manager* to see how it worked. I wish I hadn't bothered as the game is pants. It says in the manual "Move the cursor to the top of the screen" to bring down the top set of menus. Only the mouse doesn't seem to go that far up to do it! And get this - there's no way of skipping matches or getting instant results.

It takes about five to 10 minutes just for one game! And there's nothing you can do about it. The database of players is quite big though with the best players from most clubs approachable. And seeing as it's *Player Manager*, you can try a Vialli-style game as you pick yourself as a player too! But it's far, far too slow to be any good. It... takes... too... long...... If I can just... keep it... together... **STEVE KEY**

- FOOTBALL MANAGEMENT
- OUT NOW
- BY ANCO
- 1 PLAYER







- PRICE £39.99
- PLAYSTATION PREDECESSOR AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY INFOGRAMES
- TEL 0161 827 8000




This game has the pace of John Barnes (none) and the skill of Martin Keown (zero). Pants.







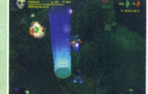
RETRO FORCE

Retro Force is a good, fun shooting game. But sadly, as with most PlayStation games these day, it's average. Nothing mind-blowing, nothing innovative, just a decent little game. In fact, it's got "Rent me" written all over it. The graphical style is a bit shabby, but the viewpoint from which you play is constantly changing -one minute it's from behind the ship, the next it's top-down, which is a nice trick. There are three forward firing weapons to pick. Each has five stages of power and three ground-based bombs or missiles and they again have five power-ups. It doesn't ever get that frantic and you often feel as though you're playing through the same levels, as everything seems similar apart from the backdrops. It's quite repetitive, but still entertaining enough for an evening or two. See you at Blockbuster then... **STEVE KEY**

- SPACE SHOOTER
- OUT NOW
- BY PSYGNOSIS
- 1-4 PLAYERS



- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY PSYGNOSIS
- TEL 0151 282 3000






The blue plume of light in the top left picture is a re-start point so make the effort to get it.







KKND: KROSSFIRE

Trying to better a game that doesn't need bettering seems like an impossible task. But strangely enough, many choose to undertake that task. And most usually fail. They make decent enough games, but when it comes down to it *Command and Conquer* still rules the roost. *KKND* is basically just a poor relation of that. This version has been specially made for the PlayStation so that the control method is joypad-friendly and it also has a two-player mode for some head-to-head action. Given the nature of the game, the graphics are still a little blocky, but the rendered stuff like the mission briefings and intro are all top class. The lack of a training mode means that unless you're familiar with real-time strategy games, then it may be a little confusing. Again, this one is worth renting, but nothing more. **STEVE KEY**

- REAL-TIME STRATEGY
- MARCH RELEASE
- BY MELBOURNE HOUSE
- 1-2 PLAYERS



- PRICE £39.99
- PC VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INFOGRAMES
- TEL 0161 827 8000






If you have the patience, the game does get quite interesting when the action is like this.













KENSEI: SACRED FIST

We had high hopes for *Kensei*, but it's turned out to be a real disappointment. The first, and biggest problem, is that it's so incredibly slow. While certain attacks still move at a reasonable speed, the majority of the game is played at real underwater pace. Characters take forever to land when knocked into the air, and it's easy to spot moves coming a mile off, ruining any element of surprise.

Kensei's selection of characters is slightly uninspiring too. Most of them have moves and styles taken from other fighting games, and the hidden characters mostly use the same attacks as the main characters. Even the high-resolution graphics look bad – characters glitch quite often, the backgrounds are feeble, and most of the animation is feeble too.

None of these points completely ruin the game, but they certainly don't help carry the few good features (some impressive moves and a decent guard-and-dodge system). Also, the dodgy artificial intelligence which means computer opponents fall for sweeps when getting up almost every time isn't exactly a plus point either. What a shame. **ED LOMAS**



OUT NOW



1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY KONAMI
- TEL 01895 853 000



There aren't many exciting fighters in *Kensei*. Take 'David', for example.



The guy in the lovely brown jacket looks exactly like Steven Segal.



A lightning-fast high kick (this is a lie).





V-RALLY

A colour revamp of the Game Boy version of *V-Rally* that was released last year. There are 40 different rally stages to test your skills in, with nine opponents on each course. The courses are fairly easy, with simple bends to negotiate, and hazards like oil spills and roadside objects to avoid. It's hard to learn the courses, as they all feel so similar.

Instead the game is a test of reactions, with signs telling you when you're about to approach a bend. Races take part in different countries which is illustrated by the simple background objects on each stage. There's four different rally cars to choose from, and Arcade or Championship modes, plus a variety of difficulty levels. This is a simple game, and one of the better racers on the Game Boy. The good use of colour should help make it stand out from the crowd **ALEX HUHTALA**

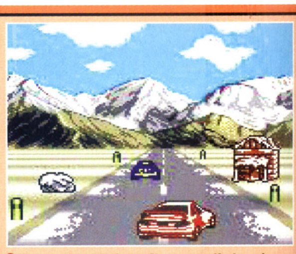
RACING







- PRICE £24.99
- PLAYSTATION VERSION AVAILABLE
- N64 VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRAMES
- TEL 0161 832 6633



The road to nowhere. It appears that you're driving to the alps, but you'll never get there.

PC CD ROM



BRIAN LARA CRICKET

This is practically a straight conversion of the PlayStation game of the same name which was released before Christmas and did surprisingly well. The graphics have been optimised for use with 3D cards, but as with the PlayStation version they aren't particularly impressive, though they do their job just fine.

The controls are the same too, with an easy-to-pick-up batting and bowling system which still hasn't been bettered. Because of the pace of cricket they also work well with whatever controller you use, including the keyboard. The commentary by Jonathan Agnew and Geoff Boycott is also one of the best in any sports game. With a group of people matches are a lot of fun – strangely enough, even non-cricket fans will have a great time if they just give it a go. **ED LOMAS**

SPORT GAME



BY CODEMASTERS



- PRICE £34.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CODEMASTERS
- TEL 01926 814 132



Aaaazaaat! Prepare yourself for a summer of cricket with Brian Lara's groovy game on PC.

MINI REVIEWS

Hot new games

A powerful new fighting game on Dreamcast, and a bloody one for PlayStation. Plus an update to the best-looking PC game ever – *Unreal*!



POWER STONE

BY CAPCOM **1-2 PLAYER** **OUT NOW (JAPAN)**

The first successful fully 3D fighter, produced by the masters of combat – Capcom!

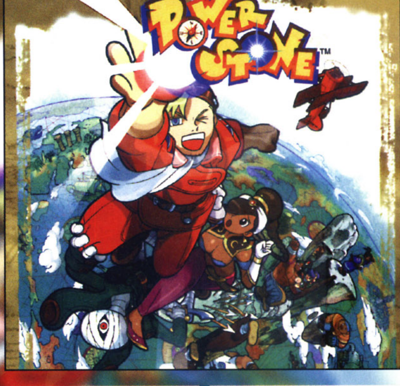
THE IDEA:
Choose a super-human fighter to compete against others in volatile 3D arenas. The one-player game is a quest to retrieve the legendary Power Stones. The two-player game is skills showdown. Use objects as weapons in addition to regular and special attack moves. Pick up gems to transform into immense alter-egoes!



Visually, Power Stone is easily one of the most spectacular fighting games ever!







BEST FEATURES:
- ★ Simple command system, but a wide and varied selection of moves to access.
- ★ Throw, kick, punch, and bring objects crashing down on opponents to win!
- ★ Screen-destroying special attacks happen when powered up by the three gems.
- ★ Clean, bright, and colourful graphic style - makes Dreamcast look amazing!
- ★ Mental sound effects, and crystal clear music themes sound magnificent too.







When we played this game, we couldn't believe our eyes! Guaranteed you'll feel the same. But you'll have to wait, as the game won't be out here for a little while. But it's likely to make Dreamcast's success a certainty.



There are plenty of surprising elements in *Power Stone* – things that you wouldn't normally expect from a fighting game.



Not only can you cause carnage on the ground, you can also jump onto the roof, or hang from the edge – and still carry on scrapping!

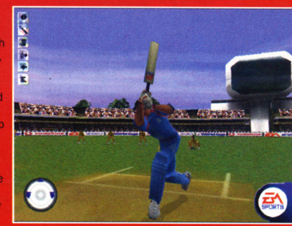
CRICKET WORLD CUP '99

PC CD ROM / PlayStation

BY: EA SPORTS **PLAYERS: TBC** **OUT SPRING**

The official game is coming – Brian Lara better watch his back!

THE IDEA:
The official World Cup '99 game with all the real teams, players, grounds and spectacular presentation you'd expect from EA Sports – the group behind the *FIFA* games. We've not played it yet, but these first in-game screenshots certainly look very promising.



The Lord's Media Centre is in place! Yay!



BEST FEATURES:
★ Play-by-play commentary from Richie Benaud and David Gower.

★ More than 600 motion-captured animations from Ben and Adam Hollioake.

★ Loads of camera angles (such as batter and stump cameras), plus you can create your own.

★ Two wildly different play modes – Arcade and Simulation – to allow everyone to get into the game.

★ Everything and everyone involved in the real World Cup is in the game in full detail.

CROC 2

PlayStation

BY ARGONAUT **1 PLAYER** **OUT MAY**

THE IDEA:
Refined gameplay, and graphically improved sequel to '97's huge-selling platform game, starring the same character – Croc.



A surprisingly popular game character, Croc is back for a second bite.

BEST FEATURES:
★ Cute character design aimed at kids.

★ Solve clever puzzles to move on.

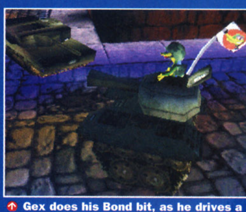
★ Tricky obstacles, and wily enemies.

GEX: DEEP COVER GECKO

PlayStation

BY CRYSTAL DYNAMICS **1 PLAYER** **OUT APRIL**

THE IDEA:
This time around Gex is a secret agent out to rescue Agent Xtra.



Gex does his Bond bit, as he drives a tank in a bid to rescue fellow agent.

BEST FEATURES:
★ New effects, like scuba diving, gliding, and snowboarding.

★ Two new secret playable characters and new worlds.

★ Loads and loads of film references.

REQUIEM: AVENGING ANGELS

PC CD ROM

BY: UBISOFT **PLAYERS: 1-8 PLAYERS** **OUT AUTUMN**

Calling all avenging angels, angels, kick-ass angels!

THE IDEA:
You play Malachi, a Chosen Angel in human form who must stop the evil Fallen Angels out to destroy creation itself! Combining *Quake*-style 3D shooting with angelic powers and an interactive plot, *Requiem* is looking very original indeed.



That's you, that is. No, you. No, your mum. No, yours.



BEST FEATURES:
★ Play as a secret agent-style angel warrior battling against evil angels on a future Earth!

★ Angelic powers such as boiling blood, turning people to salt, and possession!

★ Computer characters to interact with as they go about their daily business.

★ Futuristic cities and some truly spooky Hellish environments.

★ Multiplayer options for teamplay and capture the flag.

BLOODY ROAR 2

PlayStation

BY: HUDSONSOFT **PLAYERS: 1-2 PLAYERS** **OUT APRIL**

THE IDEA:
The sequel to the surprisingly-good humans-becoming-massive-scrapping-animals fighting game.



Wouldn't it be cool if the guy from *Manimal* was a hidden character and he could turn into a panther? Hmmm, no.

BEST FEATURES:
★ Amazing high-resolution graphics.

★ Cool new characters.

★ Faster, more intense gameplay than before.

UNREAL TOURNAMENT

PC CD ROM



BY: EPIC **PLAYERS: 1-16 PLAYERS** **OUT SPRING**

THE IDEA:
A deathmatch-based *Unreal* for use with or without the original game.



The computer-controlled bots in *Unreal Tournament* are some of the most advanced yet seen. Deathmatches for all!

BEST FEATURES:
★ New weapons and a new look for all of the originals.

★ New levels especially for deathmatch and capture the flag.

★ A tournament mode for single players.

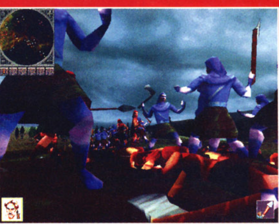


BRAVEHEART

PC CD ROM BY RED LEMON | 1-12 PLAYERS | OUT MAY

The game of the movie! Lead a clan of warriors and fight for freedom!

THE IDEA:
According to the programmers it's a real-time strategy game within a turn based, build your empire title. You get the chance to play as William Wallace and knock out the English army. This will involve fighting, and being a shrewd business-man. After all, money is power.



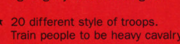
The fight scenes are pretty chaotic!



BEST FEATURES:
★ Take part in 12-player network or co-operative death matches!

★ It may be possible to have hundreds of warriors on screen at once, all beating the crap out of each other. Cool.

★ Loads of clans to become leader of. Each have their own fighting styles and strengths.



★ 20 different style of troops. Train people to be heavy cavalry or siege equipment operators.

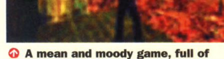
★ It's an official game, so real actors, locations and costumes will be used. But no sign of Mel Gibson, unfortunately.

SHADOWMAN



PC CD ROM / NINTENDO 64 BY IGUANA UK | 1 PLAYER | OUT AUGUST

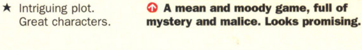
THE IDEA:
Dark 3D adventure in which the hero is out to track down a bunch of serial killers! Like *Zelda* but much less cheerful!



BEST FEATURES:
★ More sinister than *Resident Evil*.

★ Respectable platform challenges.

★ Intriguing plot. Great characters.

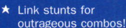


A mean and moody game, full of mystery and malice. Looks promising.

AIR-BOARD RACER

PC CD ROM BY CRITERION | 1-2 PLAYER | OUT TBC

THE IDEA:
Red hot, Dreamcast "air-boarding" game. Use ramps and half-pipes to get Massive air, and score major style points.





BEST FEATURES:
★ Stylish characters, awesome arenas!

★ Link stunts for outrageous combos!

★ Win extra speed!

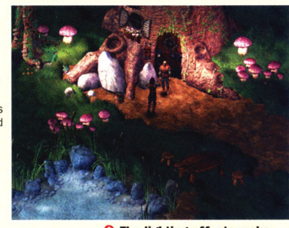
A cool twist on 'boarding game – could achieve *Wipeout*-like credibility.

REVENANT

PC CD ROM BY CINEMATIX | 1 PLAYER | OUT SUMMER

A new action RPG for PC owners. Swords at the ready...

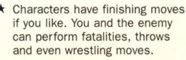
THE IDEA:
Cinematix have tried to combine elements from a couple of game styles to make the perfect action adventure. It mixes spells, sorcery and various combat modes and uses loads of graphical tricks and highly detailed levels to try and create the perfect title.



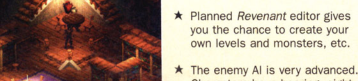
The lighting effects make this seem a very moody game.

BEST FEATURES:
★ Four combat modes. Weapon, hand-to-hand, bow and stealth. The more experience you get, the more moves you learn.

★ Characters have finishing moves if you like. You and the enemy can perform fatalities, throws and even wrestling moves.



★ Planned *Revenant* editor gives you the chance to create your own levels and monsters, etc.



★ The enemy AI is very advanced. Characters have hearing, sight and path finding abilities so they'll chase you through levels!

GOEMON 2

NINTENDO 64 BY KONAMI | 1-2 PLAYER | OUT JUNE

THE IDEA:
Revival of the cool plat-form antics of Konami Japan's biggest charac-ter. It's 2D action, with 3D graphic style and gameplay twists.



BEST FEATURES:
★ Series famed for inventiveness.

★ A huge quest. Varied challenges.

★ Going 2-Up is a great laugh.

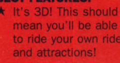
Shares some similarities with *Zelda*, but there's no-one quite like Goemon.

THEME PARK 2

PC CD ROM BY BULLFROG | 1 PLAYER | OUT SUMMER

THE IDEA:
It's the long awaited sequel to the best selling Theme Park. All new rides, a new engine and a new interface awaits you!

BEST FEATURES:
★ It's 3D! This should mean you'll be able to ride your own rides and attractions!



★ Awesome new rides to dazzle your thrill hungry punters.



How cool does this look? With any luck the people getting off your triple loop Rollercoaster will puke in 3D too.





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GAME INDEX

FAST REFERENCE TO GAMES IN CVG.





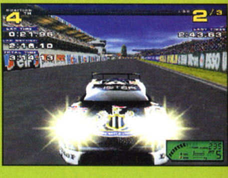












MY OTHER CAR'S A FERRARI!

Steve Key visits Le Mans to race in some top Ferraris. Could there be a better blag?

There's two cars down there. 'You can either go in the quick one, or the really fast one. Which would you prefer?' Now certain questions don't really need asking. For example, 'Would you like this free bundle of £10 notes, or that bigger free bundle of £10 notes?' And when you're talking about sitting in a Ferrari F355 or a suped-up, raceworthy version of the same car, which goes a hell of a lot faster, there's no contest as to which one to pick. This was the dilemma facing us at The Circuit de la Sarthe, home of the Le Mans Race, as we travelled to see the first running version of Infogrames' newest racing simulation.



THE GAME

The main object of the day was to look at the *Le Mans* game (which you can read all about on page 24). It's the next game developed by Eutechnyx, the team behind *Max Power Racing*, and is your chance to take part in the famous 24-hour race. Obviously, it's not actually 24 hours long, because that would be stupid, but nevertheless it's a promising looking game.

THE CARS

The Ferrari F355 – not a car you'll see very often cruising around the M25. And here was not one, but two of the beauties waiting patiently for us to get in, accompanied by two top-class drivers, one of whom was a previous winner of Le Mans!

The first Ferrari was a "normal" road version, that anyone with that sort of money could buy from dealers. It's a ludicrously fast car but you still poo yourself when the small bits of gravel rattle underneath the car like machine gun bullets as you take a corner at around 100mph! The second was also a 355, but this one had been customised for rally purposes. Time for the crash helmets. And time for a car that goes at least 50 mph quicker in every aspect. Just when you think that the driver has taken the bend too fast, and you're going to roll the car off the track... the car sweetly cruises around the corner as if nothing was wrong. New underwear please.



THE COMPETITION

We tried to get you a Ferrari for a prize, but unfortunately, our resources didn't stretch that far. However, the kind people at Infogrames have offered to stump up a Le Mans goodies bag featuring a £300 remote-controlled Le Mans car and a copy of the game. In order to win the gear, simply answer this question:

Which of the following also lasts 24 hours?
a) One day
b) One of Ed's conversations about Pink Floyd
c) The length of time between Tony baring his ass to the rest of us

Entries should be sent to the usual address marked **JE SUIS LE MANS**. Thank you. Closing date is 13th April 1999. Thank you again.

THE HOTTEST GAMING GOSSIP FROM AROUND THE WORLD!



FREEPLAY

SONY'S TROUBLE WITH ADS

You might think that Nintendo's TV ad for *Zelda* was a bit sexist – 'Willst thou get the girl… or play like one?' But, despite serious ranting by girl gamers in our letters pages, Nintendo managed to get away with it – almost certainly because *Zelda* was such an awesome game. Sony, meanwhile, haven't been so lucky.

Sony are currently in trouble with the advertising authorities over last year's *Tekken 3* billboard poster (see pic).

We thought it was funny – anyway, it wasn't blatant. There was no blood or anything, and at least the image was relevant to the game – not like ads showing semi-naked women who have little or nothing to do with the game they're advertising.

But people who complained about the *Tekken 3* ad said it was "distasteful and indecent because it used very realistic and shocking, violent images".

Sony said the poster was meant to show "a surreal situation by positioning the body parts in the manner reminiscent of a cartoon catastrophe".

But the Advertising Standards Authority (ASA) thought the poster was "macabre" and was likely to cause offence. They asked Sony to withdraw the ad, and imposed "Poster Pre-Vetting" on them – now Sony will have to show posters to the authorities before showing them to the world.

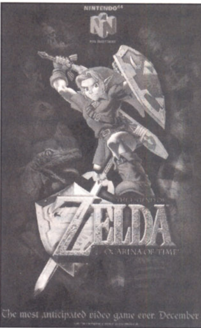
The ASA also asked Sony to withdraw a promotional letter that was supposed to be all about games, but was presented as if it were a private and confidential medical report.

Sony said the letter was only sent to PlayStation owners over the age of 15, and that it included the words "This is not a genuine medical communication", as well as PlayStation identification.

Nevertheless, the ASA wasn't happy and demanded an apology. Sony was also ordered to listen to their own solicitors' advice in future – the solicitors had advised against using some of the medical-type words in the mailshot.

What do you think of the two ads we're talking about – or any other games ad for that matter? Do they offend you? Do they even influence you? Write in to let us know.







Clockwise from above: *Bloody Roar* – a driving game, but who's she? *Zelda* – great game, but a naff comment about girl players. *Tekken 3* – possibly less offensive, more relevant and more humorous than many other games ads.

READERS' MOST WANTED CHART

'You can't keep a good machine down', as they say. And Dreamcast isn't just a good machine, it's the best machine in history. But maybe Sony will have something to say about that – watch this space.

1	DREAMCAST	SEGA
2	SONIC ADVENTURE	DREAMCAST
3	RESIDENT EVIL 3	PLAYSTATION
4	PLAYSTATION 2	SONY
5	VF3tb	DREAMCAST
6	METAL GEAR SOLID	PLAYSTATION
7	FINAL FANTASY VIII	PLAYSTATION
8	SEGA RALLY 2	DREAMCAST
9	GRAN TURISMO 2	PLAYSTATION
10	PEN PEN TRIICELON	DREAMCAST

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

RED-HOT RUMOURS! WEAR SHADES WHEN READING.

• There's a new *Strike* game planned for N64, along with a version of *Road Rash* from EA. No specific name for the *Strike* game yet, sorry,

• Capcom's new *Strider 2* for the arcade could be running on PlayStation hardware – not NAOMI as reported just about everywhere!

• *Street Fighter Zero 3* on Dreamcast will feature an internet mode, allowing players to fight over the internet.

• There's hope that Dreamcast will be upgradeable, just like a PC, so users who bought the original can upgrade to DVD. This is similar to how Saturn could turn Video CDs with an inexpensive add-on.

• Expect to see a microphone, camera, and hard drive for Dreamcast this year.

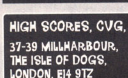
• *Pokémon Pinball* will be the first game to use a rumble pak on Game Boy Color. There will be 150 monsters to release in the game!

• Nintendo 2000 will be previewed at Space World. It's gonna be available to buy before Christmas 2000.

• *Castlevania* will be the biggest game on Dreamcast at E3 this year. We already know that the producer of *Castlevania IV* is working on it.

Contents

FREEPLAY HIGH SCORES





We know you all 'have a go' at games, but can you really *play* games? There is a way of proving your skills, you know – sending your bestest of the best, highest of the high, wickedest of the wicked scores for the latest hot games to FreePlay's High Scores section. Getting your name in glorious black and white is the ultimate in cool, and will earn you the respect of the gaming world for life. Let's get it on!

GRAN TURISMO (PLAYSTATION)

HIGH SPEED RING
Best Lap 40"998
Alex Kearney, Oldham
Best Race 1'29"128
Alex Kearney, Oldham

HIGH SPEED RING 2
Best Lap 42"613
Alex Kearney, Oldham
Best Race 1'31"339
Alex Kearney, Oldham

AUTUMN RING MINI
Best Lap 25"960
Alex Kearney, Oldham
Best Race 54"461
Alex Kearney, Oldham

AUTUMN RING MINI 2
Best Lap 25"541
Alex Kearney, Oldham
Best Race 55"412
Alex Kearney, Oldham

TRIAL MOUNTAIN
Best Lap 1'00"118
Alex Kearney, Oldham
Best Race 2'03"139
Alex Kearney, Oldham

TRIAL MOUNTAIN 2
Best Lap 1'05"524
Alex Kearney, Oldham
Best Race 1'59"283
Alex Kearney, Oldham

GRAND VALLEY EAST
Best Lap 44"968
Alex Kearney, Oldham
Best Race 1'39"133
Alex Kearney, Oldham

GRAND VALLEY EAST 2
Best Lap 46"843
Alex Kearney, Oldham
Best Race 1'35"124
Alex Kearney, Oldham

POINT BLANK (PLAYSTATION)

Special Mode 227,081
Matthew Pilling (MAF), Merseyside

Arcade Mode 215,788
Matthew Pilling (MAF), Merseyside

TEKKEN 3 (PLAYSTATION)

RECORDS PAGE:
ARACTER TIME ATTACK DATA

	TIME	NAME
YOSHIMITSU	01'00"23	MAZ
JIN	03'18"96	MAZ
XIAOYU	50'00"00	XIA
NINA	52'00"00	NIN
LAW	53'00"00	LAW
HWOARANG	54'00"00	HWO
EDDY	55'00"00	EDI

Only the picture manages to convince of Martin's score.

TIME ATTACK
1'00"23 (Yoshimitsu)
Martin Marshall, (MAZ), Cardiff

SURVIVAL MODE
323 Wins (Law)
Craig Jackson (CJ), Manchester

TEKKEN FORCE
193980 (Law)
Sajid Varachia (SAJ), Manchester

RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A) 1.21'27
Mark McEwan, Glasgow
Claire (Scenario B) 1.24'36
Mark McEwan, Glasgow

Claire (Scenario A) 1.26'19
Mark McEwan, Glasgow
Leon (Scenario B) 1.32'55
Mark McEwan, Glasgow

TIME CRISIS (PLAYSTATION)

Story mode 11'01"73
David Tabron (TAB), Bolton

TIME ATTACK
Stage 1 2'33"86
David Tabron (TAB), Bolton
Stage 2 3'23"20
David Tabron (TAB), Bolton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE
1-2A-3A-4A 8'39"43
M M Chowdhury (MIZ), Sheffield
1-2A-3A-4B 8'26"00
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4B 8'23"16
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4C 8'47"10
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4B 7'32"40
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4C 8'03"86
M M Chowdhury (MIZ), Sheffield
1-2B-4C 5'47"33
M M Chowdhury (MIZ), Sheffield

V-RALLY (PLAYSTATION)

EASY
Corsica 42"82
Osman Farooq (OZY), Manchester
Indonesia 51"15
Osman Farooq (OZY), Manchester
Spain 50"94
Osman Farooq (OZY), Manchester
England 57"68
Seppo Lunki (SML), Finland

MEDIUM
Safari 53"72
Seppo Lunki, Finland
New Zealand 1'04"02
Osman Farooq (OZY), Manchester
England 47"96
Ian Haley (IJH), Co. Durham
Corsica 47"81
Osman Farooq (OZY), Manchester
Indonesia 55"08
Seppo Lunki, Finland
Alps 1'05"24
Seppo Lunki (SML), Finland

HARD
Corsica 1'25"52
Ian Haley (IJH), Co. Durham
Sweden Sunny 1'07"72
Seppo Lunki, Finland
Alps Snow 1'06"60
Geoff Searle
Spain 1'12"72
Osman Farooq (OZY), Manchester
New Zealand 1'24"52
Seppo Lunki, Finland
Safari 56"20
Osman Farooq (OZY), Manchester
Sweden Snow 1'19"16
Ian Haley (IJH), Co. Durham
Alps Night 1'14"24
Ian Haley (IJH), Co. Durham

HOUSE OF THE DEAD (SATURN)

SATURN MODE
72,500
Joss Edwards (JAE), Devon

ARCADE MODE
78,580
Stephen Tsang (SHS), Warwick

BOSS MODE
Chariot 17"62
Fat Ade (ADE)
Hangedman 1'00"14
Chris J Haig (CJH), Taunton
Hermit 26"88
Chris J Haig (CJH), Taunton
Magician 47"96
Chris J Haig (CJH), Taunton
Fight All 2'46"82
Chris J Haig (CJH), Taunton

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 51"08
Stuart Garner (PUG), Musselburgh
Best Tricks 3069
Luigi Coppola (BAT), Bexhill-on-Sea

EXTREME 1
Best Time 1'07"60
Stuart Garner (PUG), Musselburgh
Best Tricks 2363
Joe Jennings, Derby

EXTREME 2
Best Time 1'08"60
Stuart Garner (PUG), Musselburgh
Best Tricks 2589
Matthew Bushnell (ACE), Enfield

EXTREME 3
Best Time 1'17"80
Stuart Garner (PUG), Musselburgh
Best Tricks 3086
Matthew Bushnell (ACE), Enfield

ALPINE
Best Time 1'01"08
Jon Pendleton (JON)
Best Tricks 2442
Joe Jennings, Derby

SNOWBOARD PARK
Best Time 1'21"68
Stuart Garner (PUG), Musselburgh
Best Tricks 2971
Matthew Bushnell (ACE), Enfield

HALF PIPE
Best Time 26"04
Jon Pendleton (JON)
Best Tricks 2562
Matthew Bushnell (ACE), Enfield

1080° SNOWBOARDING (NINTENDO 64)

HALF PIPE
Best Score 81497
Shannon Matthews (ANA), Sydney, Australia

AIR MAKE
Best Score 21850
Shannon Matthews (ANA), Sydney, Australia

CRYSTAL LAKE
Best Time 1'03"42
Joe Orchard (DAM), Hereford
Best Score 66623
Matthew Orlinski, (MAT), Gwynedd

CRYSTAL PEAK
Best Time 1'28"20
Matthew Orlinski, (MAT), Gwynedd
Best Score 52722
Jamil Elkorchi (JIM), Harrow



An alien with superior gaming ability, disguised as Andy Tibble.

GOLDEN FOREST
Best Time 1'22"40
Andy Tibble, (APT), Taunton
Best Score 37955
Jamil Elkorchi (JIM), Harrow

MOUNTAIN VILLAGE
Best Time 1'33"15
Andy Tibble, (APT), Taunton
Best Score 36512
Shannon Matthews (ANA), Sydney, Australia

DRAGON CAVE
Best Time 1'28"48

Andy Tibble, (APT), Taunton
Best Score 29541
Michael Jamieson, (MDJ), Ayrshire

DEADLY FALL
Best Time 1'09"00
Andy Tibble, (APT), Taunton
Best Score 42272
Matthew Orlinski, (MAT), Gwynedd



Matthew's 'Deadly' obsession rewards him with a top score.

CONTEST SCORE
143039
Jamil Elkorchi (JIM), Harrow

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 11"50
Adam Charlton (AJC), Huntingdon
Best Race 36"61
Adam Charlton (AJC), Huntingdon

FOSSIL CANYON
Best Lap 20"05
Peter Veal, Bury St Edmunds
Best Race 1'03"01
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS
Best Lap 12"29
Peter Veal, Bury St Edmunds
Best Race 36"99
Peter Veal, Bury St Edmunds

HOT TOP VOLCANO
Best Lap 24"56
Ryan Derham (RJD), Southampton
Best Race 1'16"25
Remy Kamermans (RMK), Holland

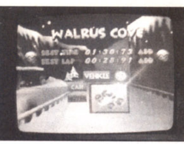
WHALE BAY
Best Lap 17"55
Peter Veal, Bury St Edmunds
Best Race 54"83
Peter Veal, Bury St Edmunds

PIRATE LAGOON
Best Lap 20"00
Peter Veal, Bury St Edmunds
Best Race 1'02"97
Peter Veal, Bury St Edmunds

CRESCENT ISLAND
Best Lap 20"26
Adam Charlton (AJC), Huntingdon
Best Race 1'05"69
Peter Veal, Bury St Edmunds

TREASURE CAVES
Best Lap 13"09
Peter Veal, Bury St Edmunds
Best Race 42"47
Peter Veal, Bury St Edmunds

EVERFROST PEAK
Best Lap 26"76
Peter Veal, Bury St Edmunds
Best Race 1'20"97
Peter Veal, Bury St Edmunds



Adam Charlton's ready to take on all-comers at *Diddy Kong*.

WALRUS COVE
Best Lap 27"18
Peter Veal, Bury St Edmunds
Best Race 1'30"73
Adam Charlton, (ADD), Charlton

SNOWBALL VALLEY
Best Lap 16"66
Peter Veal, Bury St Edmunds
Best Race 53"61
Peter Veal, Bury St Edmunds

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds
Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 29"60
Robert Creamer (BOB), Stockport
Best Race 1'33"05
Robert Creamer (BOB), Stockport

GREENWOOD VILLAGE
Best Lap 24"03
Peter Veal, Bury St Edmunds
Best Race 1'20"00
Peter Veal, Bury St Edmunds

WINDMILL PLAINS
Best Lap 28"02
Peter Veal, Bury St Edmunds
Best Race 1'33"01
Peter Veal, Bury St Edmunds

HAUNTED WOODS
Best Lap 16"49
Peter Veal, Bury St Edmunds
Best Race 53"61
Peter Veal, Bury St Edmunds

SPACEDUST ALLEY
Best Lap 32"15
Peter Veal, Bury St Edmunds
Best Race 1'44"67
Peter Veal, Bury St Edmunds

DARKMOON CAVERNS
Best Lap 34"81
Adam Charlton (AJC), Huntingdon
Best Race 1'46"41
Adam Charlton (AJC), Huntingdon

STAR CITY
Best Lap 27"21
Peter Veal, Bury St Edmunds
Best Race 1'29"17
Peter Veal, Bury St Edmunds

SPACEPORT ALPHA
Best Lap 29"79
Peter Veal, Bury St Edmunds
Best Race 1'46"67
Peter Veal, Bury St Edmunds

COOL BOARDERS 3 (PLAYSTATION)

HALF PIPE
Powder Hill 91,520
Deren Osman, Leyton
Devil's Butt 32,808
Deren Osman, Leyton
Mount Koji 82,613
Deren Osman, Leyton
Alps 76,009
Deren Osman, Leyton
Everest 110,889
Deren Osman, Leyton

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 25"91
David Hines, (EYE), Doncaster
Best Race 1'21"48
David Hines, (EYE), Doncaster

MOO MOO FARM
Best Lap 24"67
David Hines (EYE), Doncaster
Best Race 1'15"85
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'22"80
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 33"67
David Hines (EYE), Doncaster
Best Race 1'47"46
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 29"61
David Hines (EYE), Doncaster
Best Race 1'34"67
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"47
David Hines (EYE), Doncaster
Best Race 23"97
David Hines (EYE), Doncaster

CHOCO MOUNTAIN
Best Lap 23"08
David Hines (EYE), Doncaster
Best Race 1'13"96
David Hines (EYE), Doncaster

MARIO RACEWAY
Best Lap 16"23
Paul Svensson (AAH), Sweden
Best Race 53"86
David Hines (EYE), Doncaster

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 19"93
Greg Ihnatenko (GRE), Stockport

SHERBERT LAND
Best Lap 33"10
David Hines (EYE), Doncaster
Best Race 1'40"67
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 32"59
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"49
David Hines (EYE), Doncaster
Best Race 1'55"55
David Hines (EYE), Doncaster

DK JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 34"06
Greg Ihnatenko (GRE), Stockport

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Finland
Best Race 30"43
Greg Ihnatenko (GRE), Stockport

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"07
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'15"62
David Hines (EYE), Doncaster
Best Race 3'49"76
David Hines (EYE), Doncaster

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 27688
Geraldo Freitas (GER), London

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster
Stunt Score 20956
Matthew Hopkins (MAT), Crewe

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton
Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22140
De Schzyuez (NIL), Belgium

DRAKE LAKE
Best Lap 0'24"196
B. Morgan, Luton
Best Race 1'15"111
B. Morgan, Luton
Stunt Score 26468
Greg Ihnatenko (GRE), Stockport

MARINE FORTRESS
Best Lap 0'23"357
Greg Ihnatenko, Cheshire
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 31380
James Vincent (JMS), Co. Kildare

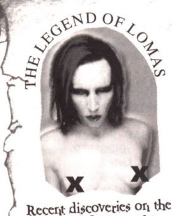
PORT BLUE
Best Lap 0'27"419
Greg Ihnatenko (GRE), Stockport
Best Race 1'24"967
Greg Ihnatenko (GRE), Stockport
Stunt Score 42920
De Schzyuez (NIL), Belgium

TWILIGHT CITY
Best Lap 0'29"255
B. Morgan, Luton
Best Race 1'30"524
B. Morgan, Luton
Stunt Score 39631
De Schzyuez (NIL), Belgium

GLACIER COAST
Best Lap 0'26"804
Greg Ihnatenko, Cheshire
Best Race 1'26"466
Greg Ihnatenko, Cheshire
Stunt Score 41990
Greg Ihnatenko (GRE), Stockport

SOUTHERN ISLAND
Best Lap 0'24"798
B. Morgan, Luton
Best Race 1'17"985
B. Morgan, Luton
Stunt Score 35350
James Vincent (JMS), Co. Kildare

TIPS



Recent discoveries on the surface of Mars prove that an intelligent tips-using civilisation was once in place there. They left a legacy of top-quality cheats encoded into the dimensions of their cyclopean architecture for Earth's gamers to find. If you spot any cool tips on other planets, please send them in to CVG. Bosh!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:



CVG, 37-39 MillHarbour, The Isle of Dogs, London, E14 9TZ

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *X2* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION



Do almost anything you want with these lovely *Akuji* cheats.

AKUJI THE HEARTLESS

To access the debug mode, pause the game and hold R2 then press **Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right.**

For invincibility, pause the game, hold R2 then press **Right, Right, Left, Triangle, X, Up, Circle, Left.**

For infinite spirit spells, pause the game, hold R2 and press **Left, Triangle, Left, Left, Circle, Left, Triangle, Right, Circle, Up, Up, Down.**



Darren Gittings' cheat beats putting dirt in your pocket.

BRIAN LARA CRICKET

Darren Gittings from Harrow has figured out a sneaky little tactic you can use to win unfairly if you so desire. Save the game during a match with a fast bowler about to bowl the next over, then load the game up from the main menu and bowl straight away. The batsman should still be marking his crease, and should therefore be no trouble at all to get out.



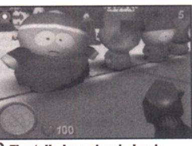
Rent out *Test Drive 5* for a night and check out the cheats.

TEST DRIVE 5

To use these cheats, win a drag race and enter one of these codes as you name:

RONE	Access all cars
MTHREE	Access all tracks
NTHREE	Access all reverse tracks
NOLIFE	Access three hidden crazy cars
VRSIX	Access extra game modes
SPURT	Access super arcade mode
AUXYRAY	Access bonus music video (choose the "Fear Factory Video" option on the main menu)

NINTENDO 64



The 'all characters' cheat saves you from playing the game.

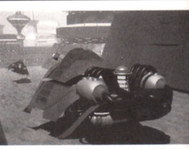
SOUTH PARK

These cheat passwords will give you lots of groovy goodies.

OMGTKKYB
Unlock all characters in multiplayer mode (Oh My God They Killed Kenny... etc)
ASSMAN
Invincibility
THEEARTHMOVED
Level Select
FATKNACKER
All weapons
FATTERKNACKER
Infinite Ammo
MEGANOGGIN
Big Head Mode
PLANEARIUM
Pen and Ink Mode
SCREWYOUGUYS
View Credits

Or you can just use the password **BOBBYBIRD** to get all the cheats at once.

PC CD-ROM



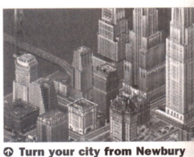
Some fanriffic cheats which allow you to create worlds!

ALPHA CENTAURI

While playing, press **Ctrl+K** and you'll be able to try out these extra Map and Scenario Editor commands:

Y	Reveal Map
Shift+F1	Create Unit
Shift+F2	Tech Discovery
Shift+F3	Switch sides/set view
Shift+F4	Change/set energy credits
Shift+F5	Change Year
Shift+F6	Kill Opponent
Shift+F7	View Replay
Shift+F8	View Movies
Shift+F9	Edit Faction Diplomacy

You can also view the cheat modes by going to the Menu option and selecting Scenario.



Turn your city from Newbury into New York with no hassle.

SIM CITY 3000

To turn the cheat mode on, press **Ctrl+Shift+Alt+C**, then try out some of the following codes:

FREE GIFTS
Type "**pay tribute to your king**" and press Enter
FREE BUILDING
Type "**i am weak**" and press Enter. All buildings, zones, utilities, transport and so on should be free.

ARCADE

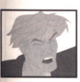
GAUNTLET LEGENDS

To play as Pojo the chicken, enter your name as **EGG** and your password as **911**.

To use hidden versions of each character, build yourself up to Level 10 and next time you play, **hold Turbo as you select your character**. The Warrior becomes Minotaur, Wizard becomes Jackal, Archer becomes Tigress and Valkyrie Falconess.

FREEPLAY FAN

What is the best video game ever created? Everyone has their own personal favourite, and we want to know what yours is. FreePlay Fan is where you can tell the world how you feel about the game of your dreams. Send your letters to the usual CVG address, but make sure you put 'FreePlay Fan' at the top.



Yes!
First of all I'd like to say your mag rocks. It is far superior to other games magazines. Having said that I'd like to tell the world that *Broken Sword 2: The Smoking Mirror* is in my opinion the greatest game to grace the PlayStation. Many people mightn't have the same views as me, and many of you reading this are probably saying "What a total d**k, he doesn't know what he's talking about", but I have to tell everyone the happiness this game has brought me.

The beautifully rendered graphics, rock solid storyline and inspiring music makes this game my all-time No.1 game. The characters are well designed and the backgrounds are simply stunning. Are there any plans for a third instalment of the series because I would be extremely disappointed if they didn't. Keep up the good work at CVG.
Yours,
Alan Devally (14)



Yo! What's up!
All U people working in CVG better have a copy of *Abe's Oddworld* or I'll come down and beat you all up. The reason this is a rippin' game is simply:
1. I bought it
2. His farts are cool
3. And you can blow people up when U possess a Slig.
Oh, and tell me if there's going to be a third *Abe*.
Thomas Sinclair, Shetland

Regarding your 'quest' for the best ever game.
I believe that there is not and never will be a game that is the best in the world. Like most things, games are best evaluated when in categories. For example: *Resident Evil 2* may be a lot better than *Spyro The Dragon* but they incorporate who very different main aspects of the games themselves. *Spyro* is a 3D platformer whereas *Res 2* is an adventure or shoot-'em-up. Also many people have extremely different opinions to myself and to you. As you're reading this I'm sure there are various points you don't agree with. But the way you portray this is as if it were a contest to see who has the most common opinions.

If you ask me (which you probably won't) you should buy games that you want not what others tell you to.
Yours,
Jason Zammit
PS Say hello to Nick F and Raphael F for me.



To all Sega fans,
If you have access to the internet and you have a Yahoo password and name, check out Sega World, the world's biggest and best Sega-only Yahoo club with updates every time there is news on Sega. New pictures regularly posted to the site by me, the founder, and updates provided by myself - subject to hours of information hunting on the net.
Join Sega World now!
PS Links include Game-Online and Dreamcast.co.uk and more.



Dear CVG,
Hi. I will not bore you by saying you're the BEST (although you are!). I am 14 and I just cannot wait until the Dreamcast comes out. In issue 207 I saw how much stuff you had bought and I was wondering (no, I don't want you to send me a Dreamcast) if you could possibly send me (I have sent £2 for postage) just a Dreamcast plastic bag or anything! Please, I am begging!
Anyway, thank you for your time.
Peter Robinson
PS PLEASE. Oh, and keep the money.

CVG: Don't make a habit of this.

Dear CVG,
I'm writing to tell everyone what a great game *Wipeout 2097* is. I know most CVG readers, being the total gamers that they are, will have played the game – a lot of them probably own it. And they'll know how good the game is. And they probably think it's a boring choice for best game ever.

But personally, I think it's a work of genius. Mainly because I love it even though I've never really liked racing games. I find them dull and lacking excitement, and I don't really understand the enjoyment some of my friends get out of games like *Toca 2* and *Gran Turismo*. Having said that, I've got *Gran Turismo* and am saving up to get *Colin McRae Rally*, because a lot of people have raved about these games.

But *Wipeout* was an instant hit with me – I didn't really need other people to tell me how good it was. In fact, I'm the one who went and told all my friends about it. Some of them weren't interested, but they were the snobbish ones who thought they were too cool to enjoy it. The others thought it was awesome – two of my friends went and bought the game straight away, and we always talk about how good it is.

When we all start talking about it, we know what each other's going to say, and it's funny – the whole conversation is made up of unfinished sentences. The only solution is to play the game itself, listen to the excellent music, look at the bright and beautiful colours and bomb around the circuit in the most intense way possible.

I know it's a bit old now, but I was reading about *Rollcage*, which is supposed to be a kind of successor to *Wipeout*. It looks cool, but I don't know if it can be better than *Wipeout*. In any case, I would like most of all to see someone make an even better version of *Wipeout* soon.
Yours sincerely,
Hashemi Rafsanjani, London.



The futuristic racer *Wipeout 2097* – definitely a work of genius, but the best game ever? We reckon it's a pretty safe choice.

Dear FP Fan
Just to tell everyone out there that they have got to play more 2D fighting games. Every time I play *Street Fighter Zero 3* I sit there and think, "Why doesn't CVG talk more about this stuff – it's AWESOME!"

So that's why I'm writing, because 2D fighting games are the most exciting, and most complex video games around!

It was the same with *Vampire Savior* on Saturn. I still play my Saturn just because of phenomenal games like *Vampire Savior*. Capcom's artists are some special kind of genius, and whoever designs the games for them must be related to Einstein or something. The intricacies of game play are just too much. I'm going to be spending all my life learning this game I know it. Then I've got to maintain my *Street Fighter*, and *Fatal Fury* tactics. It's too much, but I love it! I live for it!

Basically, just walk into your local arcade and see what's going on. Nobody's touching the driving games except drunks and tourists. Not many people are doing *Tekken* or *Virtua Fighter* anymore either, but EVERYONE is playing *King Of Fighters*, *Street Fighter III*, or *Marvel Vs Capcom*!

I'm sick of reading about driving games and football in CVG. I mean, I love the magazine, but you're seriously missing the point by not covering some of the greatest games in the world. 2D fighting games aren't a thing of the past – they're the future!!!
Paula Dacey, Manchester.

2D fighting games have more lasting appeal than 3D ones.

Bosh!
I'd like to tell everyone how awesome *ISS Pro '98* is. I know everyone at CVG agrees with me, especially the person who writes Saint & Keysie.

My only problem is that a lot of my friends think it's boring and don't play it because it requires a lot of skill – with other football games you just hit and hope.

But I'm trying to persuade them of its subtle attractions.
Philip McAverty, Aberdeen.



Mick Jagger sang 'You can't always get what you want' many years ago, though he's got a pretty good track record of getting quite a bit ever since, but he won't get any of the games on these two pages. Not yet anyway! Welcome to the showcase for your game ideas. If you're tired of playing sequels and are after something different, then let us know what your dream game would be. We'll do our best to print as many as possible, but if they're 100% original ideas, they stand a better chance of entering these hallowed pages.

WAR ZONE II: RAW IS WAR

©Michael Shields, Sleaford, 1999

OK, maybe not an original idea but a good improvement on the already wicked *WWF War Zone*. Don't stop reading now just 'cos you think wrestling's sad!

This would be a real improvement on the careers mode of *War Zone*, as it would have you doing much more things, like interrupting matches between people, or challenging people yourself, you could even start your own wrestling groups such as DX, The Brood, The Corporation and the Acolytes. It would also include all the new wrestlers such as X-Pac, Road Dog, BA Billy Gunn, Gangrel, Edge, Chyna, Boss Man, Al Snow and more.

There would be the create wrestler mode kept from the original, with more clothes, bodies and faces to choose from. Referees would also be a good idea – a woman's mode could be unlocked and a Royal Rumble and Hardcore matches would be a good idea too.



CVG: Like you say, nothing radical, but improvements any fan of wrestling would want to see in a sequel – especially the Royal Rumble. We know that a console would have a hard time keeping tabs on all the wrestlers in the ring, but if the camera was further back it wouldn't have to use as many polygons. Face it, fans would rather have this mode with a loss of visual quality, than not at all.



MIRACLE WARRIORS

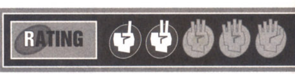
©David Brown, Rathlin Island, 1999

This fighting game features all the freaks of nature such as the Devil, the Archangel, the Grim Reaper, a crocodile bounty hunter, and a cyborg assassin, plus many other characters. They all have special powers.

Each character has his/her own catchphrase. They also have their own weapon – the Devil has a trident missile and the bounty hunter has a vast array of weapons, from knives to pistols.

CVG: Crocodile bounty hunters are cool. Anyone tells you otherwise just isn't worth speaking to.





THE LAST DONNO: MAFIANO'S REIGN

© Rashed Mashemi, Streatham, 1999

You're the head of the Mafiano's (a Mafia group of course). You are Donno, the leader of the group. You start off with a hundred grand and can get richer and richer until you run out of ways to spend money.

You can do stuff like bet on boxers, even bribe them to take a fall. Assassins can be hired to kill enemy bosses or normal men. You can send spies to people like FBI or rivals, but beware – someone in the family may be a spy. Or someone else may try to kill you. You can rob banks, buy companies, even break them.

You can watch people using hidden cameras, make your own coded language. For example, seven will really mean nine. You can bug phones or jam frequencies to get the police angry. Survival of the smartest.

CVG: Corruption, deceipt, gambling – this is what we want. But remember crime pays! If you're good you can make up to £1,000 a day!



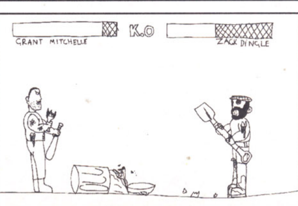
SOAP WARS



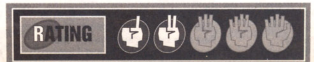
©Alex Kent, another mysterious location, 1999

Basically, all you have to do in my game is choose from 25 different players from television soap operas, such as EastEnders, Coronation Street, Brookside and so on. So you can have Grant Mitchell, Zack Dingle and Peggy Mitchell.

Then you choose from 15 different backgrounds and choose from 19 different weapons. Also there are secret bosses and levels.



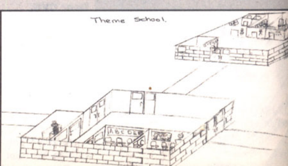
CVG: Another game with a hint of plagiarism (see Neighbours Fighters in issue #207) although we appreciate this in a 'if Neighbours Fighters was Street Fighter, Soap Wars is Marvel vs Capcom' kind of way.



POT NOODLES

More Melting Pot moments, condensed for quicker digestion.

The best of the rest starts this month with **Theme School from Laurence and Toni Maisey**, a message to you all – we get sent this idea by loads of you every month, please stop it – anyway it's supposed to be



ANGEL OF DEATH

© Ben Wisset, Head Rope Games, 1999

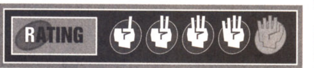
You play an innocent person who was assassinated for no apparent reason. Now you're trying to find out who killed you and why, and get revenge on them in any manner. You take over their body and jump in front of a bus, you can burst their stomach, stop their heart, even give them a nasty paper cut that won't stop bleeding.

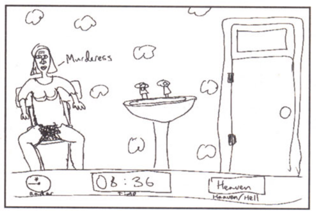
The game will have all different methods of regaining your life as well. You can possess your dead body, get reincarnated, or even possess the murderer's wife or husband.

When you exact revenge, you go to heaven. The best bit however is that you can if you want to, you can enter the murderer's house to wait, as life goes on in fully graphic detail (yes, everything will be here).

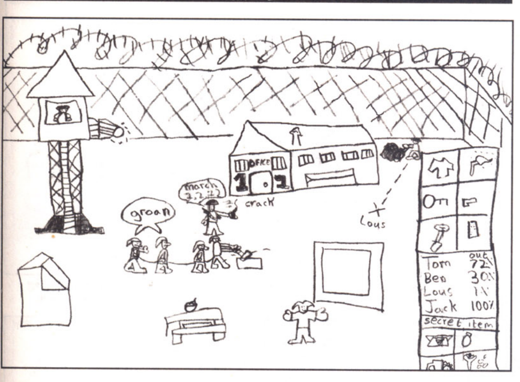
You may be able to catch them on the bog, or having certain relations in bed, or even catch them watching blue movies!

CVG: If you're a ghost, it would be good if you could haunt people first. Stuff like moving objects around, throwing stuff and lifting their skirts, that could be really fun.





BATTLE



© Fionn Casey, mystery location, 1999

You are on a secret mission to plan the escape of 2,000 prisoners from the Death Island jail. This jail has the toughest security in the land. Once done, you and your new accomplices must destroy the building. You have various items such as a welder, shovel and so on.

You can also pay a visit to the local store to buy disguises, items, keys etc. If you get caught, you are trapped in the jail and must begin again.

If you manage to free all the prisoners without being caught once, you get to play a game. To make money you must get some prisoners out.

CVG: Either great minds think alike or this is a copy of The Great Escape from issue #206. We'll put both screenshots through the Bat-spectral-crime analyser to see if there are any similarities... Hmm, lock him up boys, and throw away the key!



THE MOST DANGEROUS GAME

©Alex Huhtala (yes he of CVG fame and fortune) 1999

I was watching TV the other night and was horrified to see Jean Claude Van Damme with the most ridiculous mullet the world has ever seen (the wet look-rarely seen Geri curl-mullet hybrid). The film was Hard Target.

As I was watching, my mind drifted to another movie, one that Hard Target ripped off, and that film is The Most Dangerous Game, a classic old black & white b-movie, where men are hunted for sport by this ruthless guy on his own private island, and that got me thinking along the lines of – what a great game that could be! Imagine, you can play the hunters or the hunted, and must plan your own escape or someone else's capture.

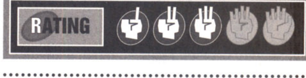
If you're being hunted, you can set traps to deter your pursuers, make use of whatever objects you can find, you can also combine objects LucasArts adventure style to create primitive weapons. There are also a few people who work on the island that you could get help from, plus a couple of guys on a fishing trip. If you make it off the island alive – you win.

The hunter's task is simple: kill the participant before they escape the island. You'll have loads of weapons at your disposal, stuff like sniper rifles, bazookas and the Nikita missile from *Metal Gear* would be good.

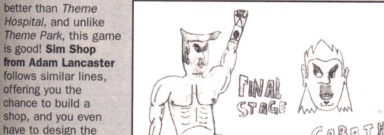
Plus you have maps, and motion sensors dotted around the island to pick-up movement, but be careful because wildlife on the island can disturb the señors. To move about quicker, there are boats, bikes and even a gyro copter.

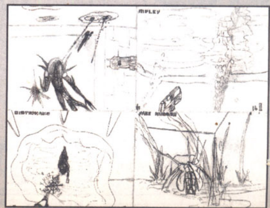
I could see this game playing similarly to Metal Gear Solid, even sharing the same camera system, but with the different environment, probably a tropical island, and the fact you are being hunted would make it a very different game.

CVG: Fantastic – the best idea ever! No, not really. But seeing as this is Alex writing this reply, I'm hardly going to rip apart what I wrote five seconds ago am I? What! It only gets three?!

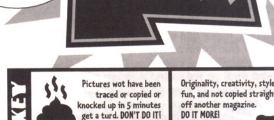


better than *Theme Hospital*, and unlike *Theme Park*, this game is good! **Sim Shop from Adam Lancaster** follows similar lines, offering you the chance to build a shop, and you even have to design the logo. **Alien Saga Deathmatch** arrives courtesy of **James Kearon**, who likens his game to *Goldeneye*, but here you must battle characters from all the *Alien* movies. **Lee Kelson** sent us three games this month, but our favourite is **Rocket Car**, thieves have stolen hundreds of them, and now you get to race them. But the best part is that there are 32 different cities to race in, and you get to design the courses. **Scott Harris**, the man previously responsible for **Funny Kombat**, has put his mind to work again and come up with **Tenkor: Death**, set in the year 2046. The massive Maximul family empire have set up a fighting tournament called Tenkor – sounds like another fighting game, can't quite put our finger on it though. Finally there's **Whore House** from the active mind of **Dean Griffiths**. It's a game we'd love to share with you, but it falls into a category of "We'd get into too much trouble for printing this!" Other distinguished games in this exclusive club include the similar **Theme Brothel from Jason Easey**, and of course the legendary **Pat Sharp's Mind Blowing Sexual Funhouse** from the mysterious **Mrs Tomas Jacob**. The FBI have files several inches thick on each of them.





drawinz wot you dun



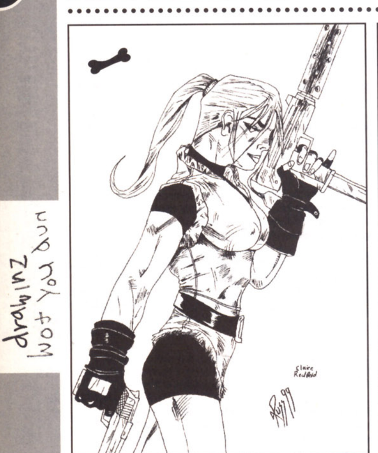
Spring is here, it's raining like mad, and I had to dig through tons of mud to get some bones for your drawinz. But some of these drawinz are well worth the effort.

KEY

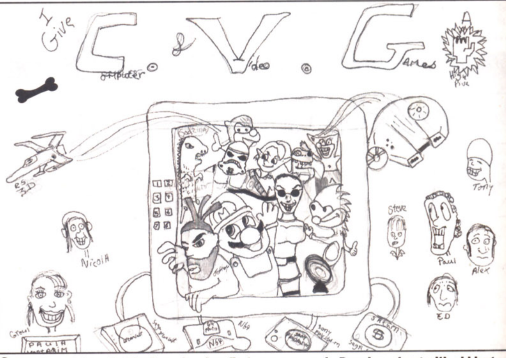
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!

Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Hopefully you appreciate my digging antics. I wouldn't bother normally, but there's some brilliant drawinz this month and I just had to give 'em bones. Next month, it'll be back to normal, so I'll save my turds 'til then.



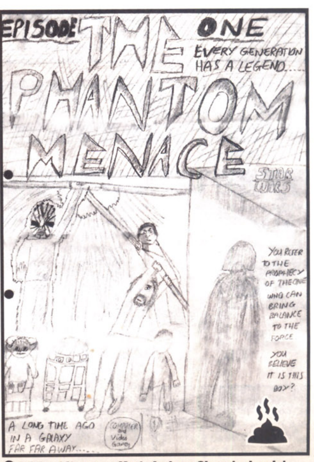
I'm sure there's something altogether more macho about Russ Walton's Claire from Res Evil.



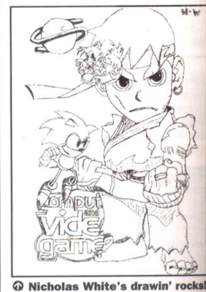
Our new girly mate Nicola makes her first appearance in Drawinz, along with old hag Paula, the rest of the CVG crew, and Mario and co. Awesome drawin' by David Rogers.



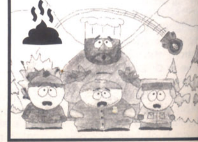
Tough-guy Cyclopse sneezes at his enemy. What a hero! What a bogey! Cheers, Adam Playle.



With a bit more effort, Andrew Glazer's drawin' could've been brilliant. But as it is, it deserves a turd!



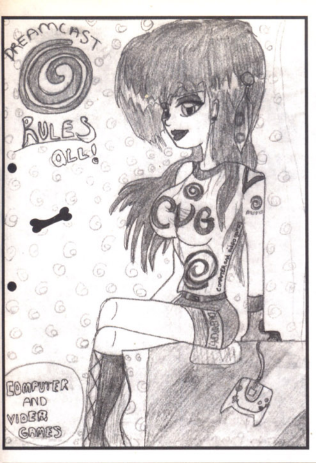
Nicholas White's drawin' rocks!

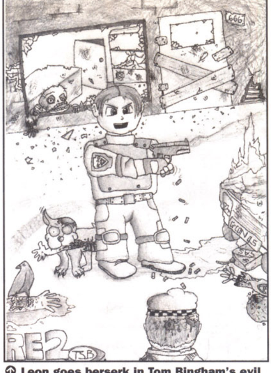


Suck on my chocolate salty turds! Helen, I did warn you...

drawinz wot you dun

FREEPLAY



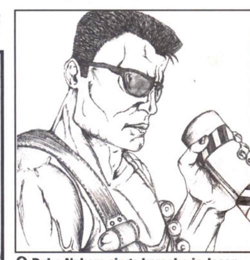


Leon goes berserk in Tom Bingham's evil rage of a drawin'. He's making *me* mad too.

This could be Ed's dream girl, if she's real! Thanks Sarah Ramage for a beautiful drawin'.



This amazing picture of Godzilla was sent in by Jo Bellamy. Excellent stuff.



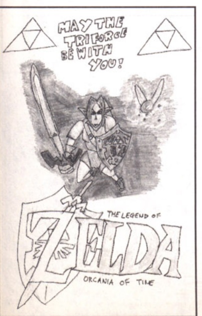
Duke Nukem sings karaoke in Jason Newbury's moody picture. Slay 'em Duke!



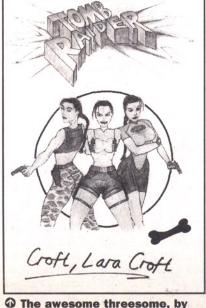
Hiroshi Nakashini shows Knuckles doing a pointy poo while talking to Sonic. Awesome!



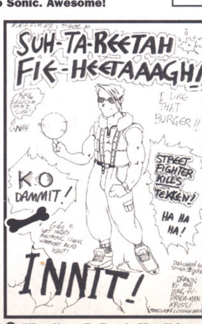
This great little drawin' is from Joseph Sherwood.



Top one, Mahyar Sadri-Seyf.



The awesome threesome, by Thomas Hughes. Well done, mate.



'King Kung-Fu-Panda-Man-Kriss kicks ass!' say Jaime and Tom.

drawinz wot you dun



Send 'em in to:

drawinz wot you dun

CVG, Emap Active, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.





TEAM INTERVIEW

It's one of the most critically acclaimed and eagerly awaited PlayStation games of 1999 – and we just can't get enough of it!



***Metal Gear Solid* is a big game. We don't mean how long it will take you to finish it, but the amount of people who were involved in the project – lots! That's why we couldn't interview just one person about the game, and when Konami offered to tell us more about the people responsible, we thought you'd like to find out what they all did.**



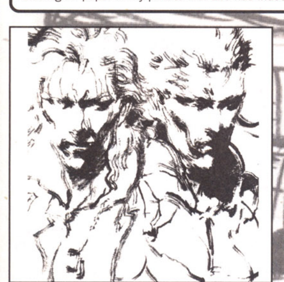
Kumi Sato, 28

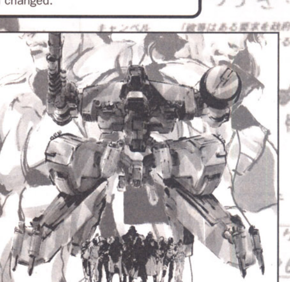
Years at Konami: Six
Role on *Metal Gear Solid*: Creation of CG models and stages.

It's been four years since I created the first CG models of *Metal Gear Rex*. That's longer than the years I've been spending with my cute pets. *Metal Gear* is the first game I've worked on from the very first planning stages. It has also taken up more than half the time I've been with Konami.

During my six years at Konami, I've worked on two titles only. This number is very small compared to standard development speeds, but this number shows that I was lucky enough to work on very big and significant titles.

When I first joined Konami, I had trouble double-clicking on the mouse. However, after using the mouse and the Stylus pen for the two titles, I now feel uncomfortable drawing on paper in my private life. Life has indeed changed.





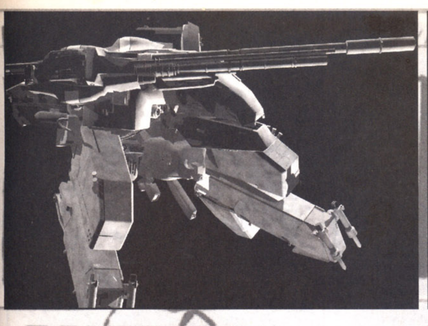


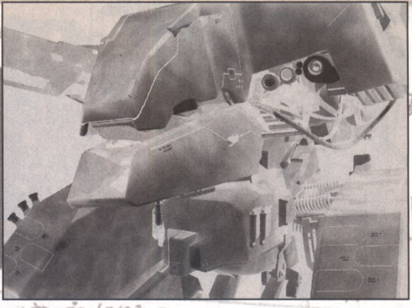


Yoriko Shimizu, 26

Years at Konami: Two
Role on *Metal Gear Solid*: Motion Animator – 'I created each and every motion made by 3D polygon models of the game characters – mainly the intermediate bosses and animals.'

Once I started working on *Metal Gear*, I had to face so many things I have never done before – expressing motion in the computer world with 3D models instead of drawing in 2D. When I first joined Konami, I knew nothing about creating games. However, as I was forced to become very busy in an environment where all *Metal Gear* staff members made no compromises, I learned so many things and experienced the basic skills in 3D modelling while not even noticing the learning process. There is still so much I have to learn in game creating and 3D modelling. I'd like to continue my learning process, especially on the integration of 2D and 3D by utilising my experience as a Japanimation animator.







Yoshikazu Matsuhana, 31

Years with Konami: Eight.
Role on Metal Gear Solid: Assistant Director, Script Director

When I joined Konami, *Metal Gear 2: Solid Snake* for the MSX system was close to being completed. Doing the bug check for this title was the first thing I did at Konami. During the development process of *Metal Gear Solid*, many life-influencing events happened. All of this made this title a very memorable one.

It seems like there's something between *Metal Gear* and myself. Is it in my genes? When Mr Kojima, the director, told me about the *Metal Gear Solid* project, I deserted what I was doing then and joined the project. That moment seems a long time ago. In reality, I've done so many things in the whole process.

My main role has been to put together all the data from different sections to "building" a game. This building process can really make a difference in how good or bad the game will turn out. It was a lot of pressure, but the job itself has been very enjoyable.

Kazuki Muraoka, 39

Years with Konami: 13
Role on *Metal Gear Solid*: Sound Director

Metal Gear Solid was originally in Japanese. However, since most of the characters in the game are from English-speaking parts of the world, the game does not seem right when not in English. And so we did all the voiceovers in English.

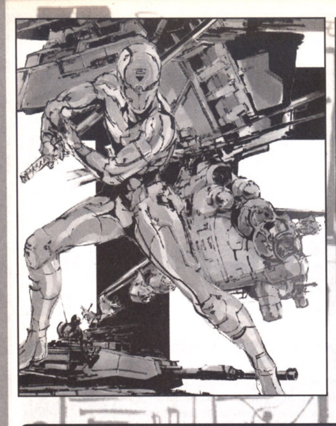
We have grown up under the influence of Western movies and music, and whenever we hear English from the monitor – even if it is not James Bond but Austin Powers – we think it is cool. And I believe the English in *Metal Gear Solid* is cool, awesome, and wicked! I hope people in UK enjoy it too.



Music to our ears!!

As you probably know, the music from the game is very atmospheric. Fans may like to know that a soundtrack CD from *Metal Gear Solid* is in the shops now, priced £7.99.

FREEPLAY





Yoji Shinkawa was mainly responsible for the cool character artwork for *Metal Gear Solid*, which looks different to that of any other game, and creates the promise of a unique experience.



Kazunobu Uehara, 29

Years with Konami: Five
Role on *Metal Gear Solid*: Main programmer, program director (system program)

It was my first time dealing with 3D and everything among us programmers, from programming to creating tools was the repetitive process of trial-and-error.

Since our team consisted of challenge-loving people, we boldly took on these challenges and did a lot of experimenting.

Thanks to all of this, I believe what we came up with is of great quality. I would like to use the know-how that we gained through the production of *Metal Gear Solid* to create new games.

Yukiko Kaneda, 26

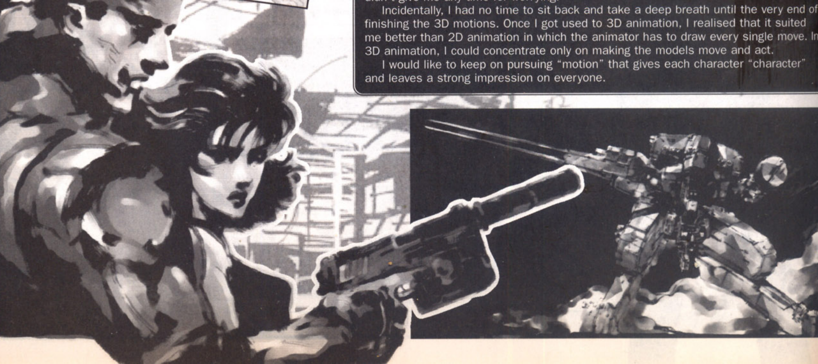
Years at Konami: One year and nine months
Role on *Metal Gear Solid*: Motion Animator – I created each and every motion made by 3D polygon models of the game characters (mainly Meryl, Otacon, Vulcan Raven and the ravens).
Hobbies: Playing (lie on the floor) with my pet cat.

Before I joined Konami and started working on Metal Gear, I drew on paper as an animator for TV programmes and original video animation films. Back then I had experienced working with a computer a few times, but it was always 2D stuff – colouring and pixel drawing.

When it turned out that I was going to work on Metal Gear, I had a very vague understanding of the idea of adding motion to polygon models. I was a bit worried, but when I actually started working, the tremendous amount of work in front of me didn't give me any time for worrying.

Incidentally, I had no time to sit back and take a deep breath until the very end of finishing the 3D motions. Once I got used to 3D animation, I realised that it suited me better than 2D animation in which the animator has to draw every single move. In 3D animation, I could concentrate only on making the models move and act.

I would like to keep on pursuing "motion" that gives each character "character" and leaves a strong impression on everyone.



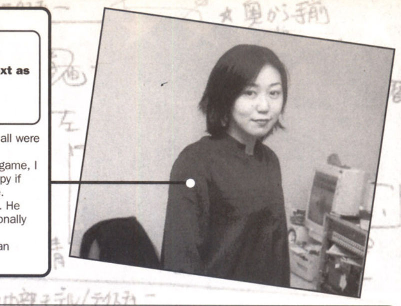
Miki Ito, 23

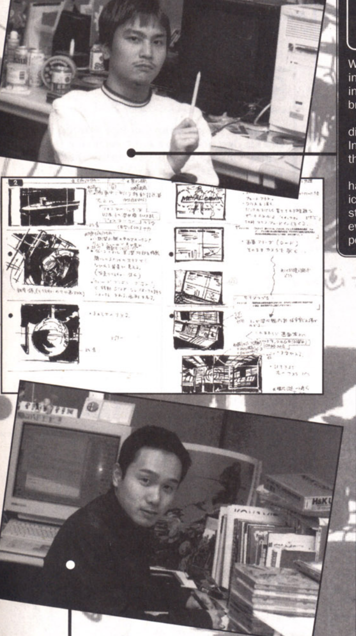
Years at Konami: One year and a bit.
Role on *Metal Gear Solid*: Voice and sound editing – edited screen text as well for the Japanese version.
Hobbies: I enjoy the arts in general – especially movies (horror) and music; taking walks.

Things were not easy because everything I experienced was for the first time. But all were very positive experiences. I am glad I am part of the *Metal Gear* team.
I dealt with the voices and sounds in the game. Even for a simple dialogue in the game, I dealt with the pauses and breathing between lines with great care. I would be happy if the players pay extra attention to even the most easily ignorable lines in the game.

My first impressions of Mr Kojima the director were formidable and mysterious. He still is a mysterious person. There are many movie lovers on the team, and I personally enjoyed working with them.

I would like to learn to be able to express things in colours (ways) that only I can create. Then, I just want to take a long break and go to Ireland on vacation.





Takashi Mizutani, 26

Years with Konami: Four
Role on *Metal Gear Solid*: CG/polygon demo director
Hobby: Taking walks.

When I was designing the whole *Metal Gear* world setting, I used to walk around looking up at the ceiling. Most of the time, mechanical structures and details are hidden in places that are not easily seen by the human eye – the internal structure of bridges, for example.

Creating such objects in reality, reproducing the inorganic texture and stains and dirt, and taking photos and capturing them into the game were not what was important. Inputting the motif to my own memory was the key. The light, shadow, and noise are the three elements needed to create the atmosphere and feel of existence.

I also took advantage of the "flavour" of the output capabilities of the PlayStation hardware as well as the blur and stain on the monitor coming from low resolution graphics. I did anything I could to create the desired atmosphere. Every time I walk the streets, I see the effects of beautiful shadows and unbelievable light. I can introduce even more various portrayals of real-life objects and effects to game graphics.These possibilities amuse me.

Yoji Shinkawa, 27

Years with Konami: Five
Role on *Metal Gear Solid*: Design – characters, mechanics, background, lighting, illustrations.
Hobbies: scribbling, building (plastic) models.

Upon joining Konami, Mr Kojima the director asked me if I was interested in participating in the development of a sequel to the *Metal Gear* series. "Of course!" I said and joined the team. It's been about five years since, and I have been involved in other projects as well. These five years do not seem that long to me. In the name of research, I was able to go overseas for the first time in my life, and I was able to shoot guns as well. I've met a lot of people through this project and got to work on action figures and trading cards in addition to the game development itself. All of what I experienced was really enjoyable.

In the very beginning, I had no game-developing experience and I had no idea where to start when designing characters. Now I've finally started to have a feel that I have established my own philosophy. I wish to keep on pursuing the creation of beautiful objects, cool characters, and attractive mechanics.





ZELDA FAQ: SECRETS, TRICKS AND COOL STUFF REVEALED

We've busted the game wide open now, but for all those still wanting to find out a little more from the greatest game for a long while, this troubleshooting guide will show you just how much thought has gone into this game. For the last time, we journey into the land of Hyrule and the mysteries of the Ocarina of Time.

EXTRA NUTS, ARROWS AND BOMBS

There are numerous little extras hidden in the game, that enable you to carry more essential items like bombs and arrows. Here's an at-a-glance list of where you can find absolutely everything!

20 Deku Sticks

Go into the Lost Woods and go left. Go past the two stumps and into the passage to your left. Once inside, drop down and run to the back of the passage. Deflect the nuts back onto the shrub and it'll sell you the upgrade for 40 rupees.

30 Deku Sticks

Once you have the skull mask, go back to the Lost Woods and follow this path through the sections. Go right at the start, then left, then right, then left and left again. When you emerge go to the back of the stage and walk around in the grass until you fall down a hole. Once inside, put the mask on and the creatures inside that they like you. Their leader to the right of the entrance will give you the upgrade.

40 Deku Seeds

Go to the Lost Woods again once you have the Slingshot. Now fire three 100 point scoring shots at the gong in the room to the right of the entrance and you'll get the bigger seed sack.

50 Deku Seeds

As young Link, play the archery game in Hyrule Market and get all of the targets. It costs 20 rupees a go but even if you hit eight, the owner will let you try again for free.

30 Deku Nuts

This is weird this one. You have to get the Mask of Truth before you become an adult and head back to the Lost Woods and the section where you got the second Deku Stick upgrade. This time when you wear the mask, they'll attack you, ignore you or say you're ugly, but one of them gives you the upgrade.

40 Deku Nuts

All you have to do for this one is bomb the boulder in front of the entrance to the Sacred Forest Meadow in the Lost Woods and a scrub in the secret room will give you the upgrade.

30 Bombs

As Young Link, get the first bomb bag from Dodongo's Cavern and head back to Goron City. Use one of your own bombs on the huge Goron rolling about on the middle ledge. If you do, this will give you the a bigger bomb bag. Be warned however, the bomb flowers won't have any effect on him.

40 Bombs

Head for Hyrule Market and play the Bombchu Bowling game once it's opened. The prizes are random, but one of them will be the giant bomb bag, which holds 40 bombs. It's worth persevering for.

40 Arrows

Kakariko Village is the destination for this one, and as adult Link play the archery game again. The targets appear randomly, so it's a little tougher but hit all 10 and you'll get the Big Quiver.

50 Arrows

In Gerudo Valley, play the Horseback archery game. Once you've scored 1,000 points and got the piece of heart, play again and try to score 1,500 points to get the Biggest Quiver which gets you the upgrade.



GOSSIP STONES

The small grey stones you see littered about the playing area have a lot more use than just telling you the time if you whack them with your sword. Try out a few of these pointers.

- Talk to a gossip stone wearing the Mask of Truth and it'll tell you some secrets or tips about the hidden aspects of *Zelda*.
- If you play Zelda's Lullaby in front of the stones, then a fairy will appear. If you do this in front of the four outside the Temple of Time, you have an instant life refill.
- Drop and bomb next to one of the stones and watch it turn red and blast off into the sky. Useless, but cool.
- Another useless trick is that you can flatten the stones with the Megaton Hammer or stretch them with Din's Fire.

THE FOURTH BOTTLE

To get the fourth and final bottle, you must locate the 10 Big Poes in and around Hyrule Field, catch them and take them to the weird ghost inside the first house as you enter Hyrule Castle. You have to be riding Epona to get them as even though they appear when you're on foot, they'll only be little Poes. Here are all of their locations.

1) In the group of bushes near the small stream to the west of Hyrule Castle.
2) By the sign that shows you the way to Lon Lon Ranch outside Hyrule Castle.
3) Under (or above) the ledge to the south of the entrance to Kakariko.
4) The lone tree outside the Lon Lon Ranch entrance.
5) Where the stone wall, east of the ranch, turns.
6) Tree east of entrance to Gerudo Valley, under ledge.
7) Where the road splits outside the entrance to Gerudo Valley.
8) The boulder near where the road splits, between Lon Lon and the Lost Woods.
9) The patch of grass, south of number 8 (above), between the lone green tree and the small grove.
10) In the grove of trees mentioned in number 9 (above), north of the entrance to Lake Hylia.



OTHER COOL FEATURES

Gimmicks and quirks galore!

• If you hit signs that are next to water in the right way, you can see the broken off bits floating in the water.
• In the Castle Courtyard where you meet Princess Zelda, have a look through the windows. You can see paintings of Mario and friends on the walls. Also, shoot the potted plant on one of the ledges with your slingshot and a man will appear, shout at you and chuck a bomb your way too!
• Put on any of the masks as Young Link and pull the Master Sword from the Temple of Time. The cutscene of Link will have him wearing the Mask.
• When you get to the fishing pond, you can snag the fisherman's hat from his head if you're a good enough shot!
• If you hit a butterfly with a Deku Stick or make it land on it, it'll turn into a fairy.
• Press R as you're picking up a pot or rock, Link will get out his shield and the item will smash on his back.
• Fire arrows at Epona and she'll start to neigh.
• Play Zelda's Lullaby in front of a sign you've cut to ribbons and it re-forms in front of your eyes!
• Playing Epona's Song in front of a cow with an empty bottle gets you a full quota of reviving Lon Lon Milk.
• When you're in one of the fixed view locations (like the outside the Temple of Time) use the warp tunes on the Ocarina and you'll be able to see the full effects of the warping.
• The creatures you meet at night in various locations hold cool features. If you continually beat the zombies in Hyrule field, you'll eventually encounter double and triple size versions of them. The same goes for the bats at Lon Lon Ranch at night. If you go to the Spirit Temple and play Sun's Song so it's night, some Leevers will appear. Killing lots of them reveals the giant purple one. Defeat that for a giant rupee!
• It is possible to get more than four bottles in this game. Equip an empty bottle in one of the C-buttons and then swipe at something you can catch like bugs or blue fire. Pause the game just as Link is grabbing it and switch the bottle with another item. However, the item you switch with the bottle will be gone forever and the fairies won't instantly revive you in this mode. It won't work once you've time travelled either.

AND FINALLY...

Interesting things you wouldn't normally notice in the game.

• Apparently, all of the Sages are named after towns in *Zelda 2* on the NES. Impa is the exception but apparently, she appears somewhere in the game...
• Malon has a Bowser necklace as an adult.
• One of the melodies in the title music is a different version of a whistle in a previous *Zelda* game.
• Translated, Bombchu means bomb mouse.
In the Lakeside Laboratory there is a frozen shark at the bottom of the water. After you've travelled through time, you'll see that there is fire around Death Mountain. Once you've left the castle, look up and the fire has gone.
• This one is quite interesting. Go to beat Ganon and when he's bashed your sword away, save and restart your game. Now your sword will no longer be equipped, so leave it for the minute. Whip out your Ocarina and summon Epona. She'll arrive and you can use any item when riding her. A couple of other things can happen once you've got Epona like this. These are just a couple so have an experiment for yourself.
• If you use the Ocarina or Deku Nuts, you'll jump down and be able to control both Link and Epona at the same time.
• Use a bomb or Bombchu while on Epona, and then jump back on. It'll detonate and you won't get hurt.



OCARINA TUNES

The Ocarina, as you should all be aware now is one of the most important items in the game, but it's not restricted to the standard set of tunes you get during the game. The full quota of musical notes can be played on the Ocarina, as long as you accompany the button presses with addition keys or direction movements. For example if the tune says D-Cu it means you hold down on the stick then press the Up C button. Z-A means you hold down Z before pressing A. 3-U-Cr means you hold Up and press right C button three times. Have a play around with these and see how you get on.

***Simpsons* title music:**
Cd, Cr, Cl, Cu, D-Cu, D-Cl, Cd, A, 3-Z-D-A, D-A

***Titanic* theme:**
4-Cd, Z-Cd, 2-Cd, Z-Cd, Cd, U-Cd, Cr, U-Cd, 4-Cd, Z-Cd, 2-Cd, D-A

***Twinkle Twinkle Little Star*:**
2-D-A, 2-D-Cr, 2-cr, D-Cr, 2-Cd, 2-Z-Cd, 2-A, D-A 2-D-Cr, 2-Cd, 2-Z-Cd, A, 2-D-Cr, 2-Cd, 2-Z-Cd, A2-D-A, 2-D-Cr, 2-cr, D-Cr, 2-Cd, 2-Z-Cd, 2-A, D-A

***Men in Black*:**
A, Cd, A, 3-Cr, D-Cr, Cr, R-Cr, Cr, Cd, U-Cd, Cr

Overworld theme from *Zelda*:
Cd, D-A, 2-Cd, U-Cd, Cr, 3-D-Cu, Cu, U-Cu, 3-R-U-Cu, U-Cu, Cu, U-Cu, Cu, 2-R-Cl, Z-Cl, R-Cl, Cu, R-Cl, Z-Cl, D-Cl, Z-Cl, R-Cl, Z-Cl, D-Cl, D-Cr, Cr, Cl, Cu, D-Cu, then D-A many many times

***Star Wars*:**
3-D-A, Cd, R-Cl, Z-Cl, Cr, D-Cr, U-R-Cu, R-Cl, Z-Cl, Cr, D-Cr, U-R-Cu, R-Cl, Z-Cl, Cr, Z-Cl, D-Cr, 2-Cd, D-Cr

Imperial March from *The Empire Strikes Back*:
3-U-Cd, R-A, R-Cr, D-Cr, R-A, R-Cr, D-Cr, 3-Cu, R-Cu, R-Cr, R-Cd, R-A, R-Cr, D-Cr

***Mary Had a Little Lamb*:**
Cl, Cr, D-Cr, Cr, 3-Cl, 3-Cr, Cl, 2-Cu, Cl, Cr, D-Cr, Cr, 3-Cl, D-Cr, 2-Cr, Cl, Cr, D-Cr

Kakariko Village music:
A, U-Cd, A, Cl, U-Cd, Cu, A, U-Cd, A, Cl, U-Cd, 2-Cu, U-Cu, R-Cd, U-Cu, Cu, 3-Cl, Cr, 3-U-Cd, R-Cd, Cr, U-Cd, A, D-A, D-Z-A, D-A, A, D-Z-A, 2-U-Cd, R-Cd, Cr, U-Cd, A, Cu, D-Cu, Cl, Cr, D-Cr

Mission Impossible
2-R-A, R-Cd, Z-Cr, 2-D-Cd, Z-A, A R-A, R-Cd, Cl, A, Cd, R-Cr, Z-A, Z-Cd, Cr, Z-Cr, D-C

Pink Panther
Z-A, A, Z-Cd, Cd, Z-A, A, Z-Cd, Cd, R-Cr, Cr, A, Cd, Cr, Z-Cr, U-Cd, Cd, A, D-A, A, Z-A, A, Z-Cd, Cd, Z-A, A, Z-Cd, Cd, R-Cr, Cr, Cd, Cr, Cu, Z-Cr

X-Files
A, Cl, Cr, Cl, Cu, 2-Cl Cu, Cl, Cr, Cd, Cl, A

Three Blind Mice
Cl, Cr, D-Cr, Cl, Cr, D-Cr, Cu, R-Cl, Cl, Cu, R-Cl, Cl

Jingle Bells
7-Cl, Cu, D-Cr, Cr, Cl, 5-R-Cl, 4-Cl, 3-D-Cl, Cl, D-Cl, Cu

Yankee Doodle
2-Cd, U-Cd, Cr, Cd, Cr, D-Cr, 2-Cd, D-Cr, Cr, Cd, Z-Cd

When the Saints Go Marching In
Cd, D-Cl, Z-Cl, D-Cu, Cd, D-Cl, Z-Cl, D-Cu, Cd, D-Cl, Z-Cl, D-Cu, D-Cl, Cd, D-Cl, U-Cd

James Bond
A, 4-Z-Cd, 4-A, 4-Cd, 3-Z-Cd, Cu, R-Cl, Cr, D-Cr, Cr

Thundercats
2-Cr, Cd, Cr, 2-Cl, Cr, 2-D-Cu, 2-Cl, Cr

William Tell Overture
6-A, D-Cr, Cu, 3-A, 3-Cl, Cr, R-Cd, A, 6-A, D-Cr, Cr, Cl, D-Cr, Cl, Cu, Cl, Cr, D-Cr, Cl, D-Cr

***Jurassic Park* Theme**
Cu, Z-Cu, Cu, Cr, D-Cr, Cu, Z-Cu, Cu, Cr, D-Cr, Cu, 2-Z-Cu, Cu, Cr, A, D-Cu

Frosty the Snowman
A, Z-D-A, D-A, A, U-Cd, R-Cd, U-Cd, Cr, U-Cd, R-Cd, Z-Cd, A

***Beverly Hills Cop* Theme**
A, Cd, 2-A, U-Cd, A, D-A, A, Cr, 2-A, Z-Cl, Cr, Cd, A, Cr, Cu, A, 2-D-A, Cr, Z-Cd, A

***EastEnders* by Ed Lomas™**
D-A, A, U-A, Cd, U-Cd, Cr, Cd, Cd, U-A, A, 2-D-A, D-A, U-A, Cd, U-Cd, U-A, A, D-A, A, U-A, Cd, U-Cd, Cr, Cd, Cd, U-A, A, 2-D-A, D-A, U-A, Cd, U-Cd, U-A, A, D-A, Z-D-A, D-A, Z-D-A, D-A.



OFFICIAL CHART ROUND-UP



UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**3**	**WCW/NWO THUNDER**	**THQ**
2	NE	A BUG'S LIFE	SONY
3	1	PREMIER MANAGER '99	GREMLIN
4	2	FIFA '99	EA
5	10	BRIAN LARA CRICKET '99	CODEMASTERS
6	NE	TIGER WOODS '99	EA
7	4	COOL BOARDERS 3	SONY
8	5	TENCHU	ACTIVISION
9	6	TOMB RAIDER 3	EIDOS
10	7	CRASH 3: WARPED	SONY

PLAYSTATION PLATINUM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**GRAND THEFT AUTO**	**TAKE 2**
2	2	TOMB RAIDER	EIDOS
3	7	CROC	FOX
4	4	CRASH BANDICOOT	
5	3	ODDWORLD: ABE'S ODDYSEE	
6	6	RESIDENT EVIL	VIRGIN
7	5	TIME CRISIS	SONY
8	NE	DIE HARD TRILOGY	EA
9	8	TOCA TOURING CAR	CODEMASTERS
10	9	LOST WORLD	EA

NINTENDO 64 TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**ROUGE SQUADRON**	**THE GAMES**
2	2	LEGEND OF ZELDA: OCARINA OF TIME	THE GAMES
3	4	WIPEOUT 64	PSYGNOSIS
4	7	WCW vs NWO: REVENGE	THQ
5	3	TUROK 2	ACCLAIM
6	5	SUPER MARIO KART 64	THE GAMES
7	6	1080° SNOWBOARDING	THE GAMES
8	10	F1 WORLD GRAND PRIX	THE GAMES
9	9	V-RALLY CHAMP EDITION '99	
10	8	ISS '98	KONAMI

PC CD-ROM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**NE**	**ALPHA CENTAURI**	**EA**
2	1	SIM CITY 3000	EA
3	2	DELTA FORCE	NOVALOGIC
4	3	BALDURS GATE	INTERPLAY
5	NE	RESIDENT EVIL 2	VIRGIN
6	10	EAGLE WATCH: RAINBOW SIX	TAKE 2
7	8	SIMPSONS: VIRTUAL SPRINGFIELD	FOX
8	4	STARCRAFT: BROOD WARS	CENDANT
9	5	HALF LIFE	CENDANT
10	6	WORMS: ARMAGEDDON	

JAPANESE MULTI-FORMAT SALES TOP 10

1	**SPACESHIP YAMATO**	**PLAYSTATION**
2	ARMORED CORE: MASTER OF ARENA	PLAYSTATION
3	SMASH BROTHERS	NINTENDO 64
4	TALES OF THE FARM 2	NINTENDO 64
5	SEGA RALLY 2	DREAMCAST
6	DUAL MONSTERS	GAMEBOY
7	DRAGON QUEST MONSTERS	GAMEBOY
8	BASS LANDING	PLAYSTATION
9	SUPER HERO BATTLE	PLAYSTATION
10	MAH JONG	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**SYPHON FILTER**	**PLAYSTATION**
2	MARIO PARTY 64	N64
3	WCW THUNDER	PLAYSTATION
4	CASTLEVANIA	N64
5	WCW NITRO 64	N64

AMERICAN PC SALES TOP 10

1	**ALPHA CENTAURI**	**PC**
2	SIM CITY 3000	PC
3	EAGLE WATCH: RAINBOW SIX	PC
4	TUROK 2	PC
5	MTYH II	PC/ MAC

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	**ZELDA 64**	**N64**
2	SONIC ADVENTURE	DREAMCAST
3	QUAKE 2	PC
4	TOCA 2: TOURING CARS	PLAYSTATION
5	ISS PRO '98	PLAYSTATION



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COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN UK TOP 5

1	STREET FIGHTER ALPHA 2	VIRGIN
2	STREET FIGHTER COLLECTION	VIRGIN
3	SHINING WISDOM	SEGA
4	VIRTUA COP	SEGA
5	VIRTUA FIGHTER 2	SEGA

DREAMCAST IMPORT TOP 5

1	HOUSE OF THE DEAD 2	SEGA
2	GET BASS!	SEGA
3	POWER STONE	CAPCOM
4	SONIC ADVENTURE	SEGA
5	SEGA RALLY 2	SEGA

PLAYSTATION UK TOP 5

1	RIDGE RACER 4	SONY
2	STREET FIGHTER ALPHA 3	VIRGIN
3	METAL GEAR SOLID	KONAMI
4	ROLLCAGE	PSYGNOSIS
5	PREMIER MANAGER '99	GREMLIN

PLAYSTATION IMPORT TOP 5

1	FINAL FANTASY VIII	SQUARE
2	UM JAMMER LAMMY	SONY
3	BLOODY ROAR 2	HUDSONSOFT
4	CHOCOBO'S DUNGEON 2	SQUARE
5	EHRGIEZ	SQUARE

PC TOP 5

1	CHAMPIONSHIP MANAGER 3	EIDOS
2	SILVER	INFOGRAMES
3	ALPHA CENTAURI	EA
4	TIBERIUM SUN	EA
5	HALF LIFE	CENDANT

NINTENDO 64 TOP 5

1	ZELDA 64	THE GAMES
2	TUROK 2	ACCLAIM
3	MICRO MACHINES 64 TURBO	CODEMASTERS
4	FIFA '99	EA
5	VIGILANTE 8	ACTIVISION

NINTENDO 64 IMPORT TOP 3

1	CASTLEVANIA 64	KONAMI
2	SMASH BROTHERS	NINTENDO
3	MARIO PARTY	NINTENDO

COLOUR GAMEBOY TOP 3

1	V-RALLY	INFOGRAMES
2	HOLY MAGIC CENTURY	VIRGIN
3	ZELDA DX	THE GAMES

ARCADE TOP 5

1	HOUSE OF THE DEAD 2	AM1
2	POWER STONE	CAPCOM
3	CRAZY TAXI	AM3
4	MAGICAL TRUCK ADVENTURE	AM3
5	STAR WARS TRILOGY ARCADE	AM8

CVG's TOP 15 TOP 15 CHARTS WE STARTED BUT NEVER FINISHED

1. **Top 15 Quake names.**
2. **Top 15 celebrity endorsed games we want.**
3. **Top 15 game quotes.**
4. **Top 15 enemy names.**
5. **Top 15 level names.**
6. **Top 15 longest game loading times.**
7. **Top 15 most inappropriate in-game music.**
8. **Top 15 game sounds.**
9. **Top 15 option screens.**
10. **Top 15 bad game box art.**
11. **This one.**
12.
13.
14.
15.